



WARRIOR HEROES

ARMIES & ADVENTURES



WARRIOR HEROES: ARMIES AND ADVENTURES

WRITTEN BY ROBERT MINADEO & ED TEIXEIRA

COVER AND MAP BY PAUL KIME

WARRIOR HEROES: ARMIES AND ADVENTURES

TABLE OF CONTENTS

PROLOGUE	1	Recruiting Your Group	
		Finding Recruits And Replacements	
		Losing Followers	13
		Working For Someone Else	
		Join The Army And See The World	
INTRODUCTION		Duty Stations	14
Special Thanks To		Benefits Of Enlistment	
Rules And Tables	2	Promotions	
		Losing A Battle	
GETTING STARTED		Mercenary	
Equipment Required		When You Can't Join The Circus, Join The Caravan	
Figures And Terrain	3	What Do They Do And Where Do You Go?	
Scale And Bases		Caravan Encounters	15
Flank And Rear Attacks		Benefits Of Employment	
		Caravan Composition	
CHARACTERS	4		
Stars And Grunts		IMPROVING REP: ADVANCEMENT	16
"Dear Diary" Or Player's Journal		Advancing Skills	
Player Advantages			
Larger Than Life		BASIC MECHANICS	17
Cheating Death		Forming Groups	
Free Will		Groups	
Home	5	Splitting Groups	
Where Are You From Boy?		Leaders	
THE ESTABLISHED AND DARKLANDS		BEFORE THE BATTLE	
Foreigners		Generating Your Forces	
		Generating Random Terrain On The Table	
RED SUN, BLACK MOON		Terrain And Scenery	18
Full Sun			
Setting Sun		TURN SEQUENCE	19
Twilight	6		
Rising Moon		MOVEMENT	
Full Moon		Fire And Move	20
		Movement And Weapon Usage	
GAME BASICS		Entering And Exiting Buildings	
Defining Figures		Movement Inside Buildings	
Reputation		Flying Figures	
Hardiness	7	Altitude	
Weapon		Movement On The Table	
Armor	9		
Armor Protected Or Pierced		REACTION TEST	21
Shields		How To Check Reaction	
Class		Types Of Reaction Tests	
Additional Class Characteristics		Test Of Wills	
Social Standing	11		
		RANGED COMBAT	22
WHAT DO YOU DO?	12	Line Of Sight	
Adventurer Classes		Shooting A Weapon	
Employment		Damage	23
Self-Employment		Control Test	
		Hardiness Test Against Missile Fire	

WARRIOR HEROES: ARMIES AND ADVENTURES

Rampaging Beasts		Trying A Weapon	
Auto-Kill Or Capture	24	Tasting A Potion	
MELEE		Poisons And Disease	
Charge		Antidotes And Medical Help	37
Wanting To Charge Reaction Test		Other Possible Magical Items	
Melee	25	Magic Weapons	
Round Of Combat		Magic Items	
Shield Dice		Cursed Magic Items	38
Mounted Ride Through	26	ALCHEMISTS AND HEALERS	39
Stunned		Healing Potions	
Hardiness Test In Melee		Healing	
Continuous Melee		BIG BATTLE MAGIC	
ROUTES		THE ONGOING STORY	
Leader Lost		41	
Crisis Test		Strategic Turn	
Routing	27	Time Passage	
BATTLEFIELDS CASUALTIES		ARMIES AND ADVENTURES	
Retrieving The Wounded		ENCOUNTERS, BATTLES, AND CAMPAIGNS	
Recovery		Solo And Same-Side Gaming	42
AFTER AN ENCOUNTER		Where In The Country Are We?	
Recovery At Home		ENCOUNTER RATINGS	
Magic And Healing	28	Modifying The ER Of A Country	
MAGIC		Chance Of An Encounter	
Casting Limits		ENCOUNTERS AND BATTLES	43
How To Cast A Spell		Who's The Enemy?	
Backlash	29	Big Battle Warrior Heroes	
Recovering From Being Dazzled	30	BIG BATTLE RULES	
Magical Intervention		New Rules For Big Battles	44
How To Magically Intervene		Defining Units	
TEST OF MAGIC	31	What Is A Body?	
Channeling Magic		Majority Type Of A Body	
MAGIC SPELLS		Forming And Breaking Up Bodies	
Spells That Bring Allies To The Fight		Voluntary Movement	
Battle Of Wills	32	About Face	45
Indirect Effect Spells		Wheeling	
Spells The Directly Affect A Figure	33	Mounted Missile Movement	
Unique Spells		Dismounting Mounted Troops	
Recovering Magic Rep	34	Interpenetrating	
MAGIC ITEMS		Charging	
Recruiting Casters	35	Bodies Forced To Stop	
Recruiting Casters For Big Battles		Involuntary Movement	
Caster CV		Giving Ground	
Magic Availability		Following Up	
Is It Magical And How Do I Find Out?	36	Retire	

WARRIOR HEROES: ARMIES AND ADVENTURES

<p>Rout</p> <p>Pursue 46</p> <p>Halt</p> <p>MASS BATTLE ENCOUNTERS</p> <p>PITCHED BATTLE</p> <p>PATROL 47</p> <p>RAID: RAIDER 49</p> <p>RAID: DEFENDER 51</p> <p>DUNGEONS AND LAIRS 53</p> <p>Time In Lair Encounters 54</p> <p>Special Considerations In Lair Encounters</p> <p>STEPS IN LAIR CONSTRUCTION</p> <p>Base Width Unit</p> <p>Sections 55</p> <p>Traps</p> <p>Lair Entrance</p> <p>Passageways 56</p> <p>Locked Or Unlocked</p> <p>Opening Doors</p> <p>Using The Key</p> <p>Picking A Lock</p> <p>Break The Door Down 57</p> <p>Beyond Doors</p> <p>Chambers 58</p> <p>Sentries</p> <p>Placing Sentries</p> <p>Sounding The Alarm 59</p> <p>Occupants</p> <p>Loot 60</p> <p>CHANCE MEETINGS</p> <p>PURSUIT</p> <p>ESCAPE 61</p> <p>NPC ACTIONS 62</p> <p>I Have A Whole Bunch Of NPCs. What Will They Do? 63</p> <p>NPC Casters</p> <p>NPC Action Tables 64</p> <p>Defining NPC Actions 65</p> <p>Circle</p> <p>Close</p> <p>Dismount</p> <p>Retire</p>	<p>Stand</p> <p>Big Battle NPC Movement</p> <p>NPC Army Types</p> <p>Now NPCs Move</p> <p>ADVENTURES</p> <p>RANDOM WILDERNESS ENCOUNTERS 66</p> <p>Where Are They? 68</p> <p>ARMY LIST DESCRIPTIONS 70</p> <p>ADVENTURER ENCOUNTER LISTS 74</p> <p>Now What? 76</p> <p>Who Is Alert?</p> <p>TALK THE TALK 77</p> <p>WALK THE WALK</p> <p>QUEST</p> <p>Completing A Quest 78</p> <p>Quest Mechanics</p> <p>CHALLENGES</p> <p>Defining A Challenge</p> <p>Opposed Or Unopposed Challenge?</p> <p>Challenge Difficulty</p> <p>Facing The Consequences 79</p> <p>Challenge Test</p> <p>HOW DO YOU WIN?</p> <p>QUICK REFERENCE SHEETS</p> <p>EPILOGUE</p> <p>INDEX 81</p> <p>ARMY LISTS</p> <p>MASS BATTLE QRS</p> <p>ADVENTURES MAGIC QRS</p> <p>ADVENTURES QRS</p>
---	---

WARRIOR HEROES: ARMIES AND ADVENTURES

PROLOGUE

It had been a long hunt, from the smoking ruins of a wayside inn to the fetid cave that lay before them.

Always one step behind, he thought. Always one massacre behind.

A sardonic smile flashed across Hengist's face. "On my oath, it ends here!"

The witch hunter had harbored doubts about working with the inhumans. Yet the dwarf with his heavy axe and the elf with her lethal bow had earned his respect and, yes, his trust, again and again.

The three warily entered the cave, engulfed in darkness. The foul reek was almost palpable, a barrier to be defeated, threatening to overwhelm their senses with each halting step.

At first barely noticeable, forms detached themselves from the darkness. Glowing eyes, a shambling gait, an impression of great strength — of great malice.

With a muttered blessing, Hengist shifted his grip on his blade. He could sense more than see Rothergar raise his axe, Silva draw her bow; they would push back the Darkness. They were **WARRIOR HEROES**.

INTRODUCTION

So Warrior Heroes is another fantasy role-playing game. Not really.

Okay, a man-to-man skirmish wargame then. Not exactly.

Okay. So what *is* **Warrior Heroes: Armies and Adventures**?

Warrior Heroes is a hybrid, not a miniatures wargame or a role-playing game (RPG) but both. Huh?

In the traditional wargame players move about the board trying to accomplish their objective which is usually to destroy the enemy. Combat is what it's all about, and any thought of designing a campaign remains merely a thought, as no one really wants to run the thing.

In role-playing games players take on the personae of a variety of characters playing scenarios run by a game master. Combat is usually by an abstract system and does little less than punctuate the downtime between "talking heads."

Warrior Heroes combines wargaming miniatures with the personal touch of role-playing. The combat

system is best described as intense yet simple in mechanics. Combat takes center stage, as when you enter combat there's no guarantee that you'll survive. That's what makes it intense.

Added to this is a simple-to-use campaign and battle-generator system that can give you the who, what, and why of your adventures. Within minutes the mechanics can generate a complete adventure, down to the motivation and actions of the enemy forces. All without a game master, because in **Warrior Heroes** everyone plays, not just watches.

The game also works on two other levels. The first is the personal level, where each player creates and controls a character. He recruits a group and leads it on adventures, gaining experience and abilities as he advances in reputation.

The other level allows for fighting battles with large armies. Using the Big Battle rules, you can easily push large numbers of figures about the board in a reasonable time and to a conclusion, then tie the results to your personal characters.

In short, **Warrior Heroes** can be anything you want it to be, from a role-playing game to a big battle game and anything in between.

Warrior Heroes: Armies and Adventures is the first step. We give you the basics and method for hours of fun. The next book, **Warrior Heroes: Adventurer's Handbook**, will expand the RPG side. **Warrior Heroes: Campaigns** will be the third book, which will cover the big battle side in greater detail.

So pull up a chair, clear off the table, grab your dice and figures, and let's get started. Get ready for hours of fun and entertainment. Isn't that why you got into the hobby?

SPECIAL THANKS TO:

- Paul Kime for the great cover art and map, putting the corporation in the kitchen.
- Janice Sellers for editing and pulling THW into the 21st century kicking and screaming the whole way.
- Kim Allman, Tony Yates, Donna Faye Nail, and Andrea Sfiligoi for putting pictures to the words.
- Jake Bourbon for the constant questions. Thanks!
- The THW Yahoo Group for waiting patiently (?) for four years until we could get it right.

WARRIOR HEROES: ARMIES AND ADVENTURES

RULES AND TABLES

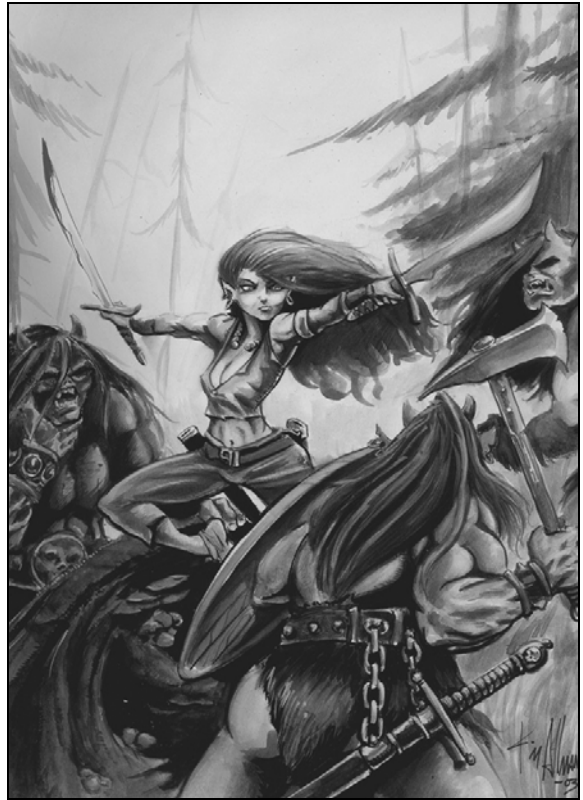
Warrior Heroes is a simple set of rules when it comes to the mechanics. You will find that after a few games you will rarely refer to the Quick Reference Sheets (QRS) included in the book. The game can be as detailed and as “realistic” as you want.

This is a game of sword and sorcery, but it still has to be realistic, or, I should say, true to the genre. In this vein, some of the rules are there to flesh out the characters, while others are required for the mechanics. It is up to you to decide what you want from the game.

You can play the basic game for one-shot battles and be totally happy, or you can add bits and pieces of the other sections, such as army battles, magic, and campaigns. Or you can decide to play the ultimate fantasy game by utilizing all the components in the rules. The point is, it's up to you.

In true THW fashion, feel free to make up house rules and interpretations as you see fit. The game should reflect what you want it to be. Remember, it's all about having fun!

Now, “What about all those tables?” **Warrior Heroes**, as other THW games, uses tables to generate tons of info and “what ifs.” It's one of the features that make them so easy to play solo. But you don't need them to play. Most of the tables are there to help you design the scenarios and take you through each encounter. They aren't used during the game. You can get by with the QRS in the back of the book. It's as easy as that



Artwork by Kim Allman

GETTING STARTED

This section will help you start playing **Warrior Heroes: Armies and Adventures** and answer some basic questions to get you on your way.

EQUIPMENT REQUIRED

Besides figures and terrain, you need a few other things to play **Warrior Heroes: Armies and Adventures**. They are:

- Six-sided dice, also known as d6. It is best to have at least six of these, and the more you have, the more quickly games will play.
- One ruler or measuring device, ideally one device per player.
- Any combination of metal, plastic, or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A flat surface at least 3'x3', with 4'x4' being ideal.
- Dice

WARRIOR HEROES: ARMIES AND ADVENTURES

Warrior Heroes is played with six-sided dice. These are referred to as d6. The number of dice you roll varies by what they are being used for. Many tables in **Warrior Heroes** indicate how many dice to roll. Sometimes the table may have the word "Rep" instead. This signifies the number of d6 that the player starts with. Additional d6 may be added to or subtracted from this number. This will be explained in greater detail as we go along.

Examples: The Fast Movement Table says 2d6 in the upper left-hand corner. This means you start with 2d6. The Test of Wills Table has the word Rep in the upper left-hand corner. This means that you start with a number of d6 equal to the tester's Reputation.

You will often see references to "passing" dice. If the score on the individual die is equal to or less than the target number, the die is said to have "passed." If the score exceeds the target number the die is said to have "failed." During the game it is possible to pass 3, 2, 1, or 0 dice. Often you will be able to roll 3d6 when the test uses only 2d6. In that case count the best two results.

Example: My character has Rep 5. I roll 2d6 for a test and score 4 and 6. I have passed 1d6.

The other way to use dice is by rolling them to count "successes." When taking a test that uses this method, such as the Test of Wills, a success is any score of 1, 2, or 3. A score of 4, 5, or 6 is a failure.

Example: The Wererats roll 4d6 while making a Charge Test. They score 1, 3, 3, and 4. This translates into three successes.

FIGURES AND TERRAIN

Literally thousands of figures can be used with **Warrior Heroes**. The list of manufacturers is seemingly endless, from larger, better known companies to smaller independent guys who have only a half-dozen figures.

You can choose from metal figures, plastic figures, and even paper figures. Sizes range from 15 mm to 54 mm and everything in between. The best part is that you can use any of them and still play **Warrior Heroes: Armies and Adventures**. Heck, you can even play the game with just paper and pen if you like! If you don't already have figures, you can find them in gaming stores, at conventions, or online. The Miniatures Page (<http://theminaturespage.com/>) is a great way to find the Web sites of figure manufacturers.

Finding terrain can be handled the same way, or you can build things from scratch. Some very nice paper terrain is available online that will work just fine. I

use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there. The URL is <http://games.groups.yahoo.com/group/twohourwargames/>.

SCALE AND BASES

The easiest way to mount 25 mm figures for **Warrior Heroes** is one infantry or foot figure on a 1" square base. If your figure is on a round base, don't worry; it doesn't matter.

Mounted figures should be mounted on a 1" wide base and as deep as needed.

Larger models such as elephants, trolls, and dragons require larger bases. Be sure to use the smallest base they can comfortably fit on.

You should mount your figure so that it is facing one flat edge. This defines the unit's front. The opposite base edge is the rear and the other two sides are the flanks. If using round bases, consider the actual figure and how it is facing to determine its front, flanks, and rear.

Figures previously mounted for other rule systems also work. You can also use figures in other scales, such as 15 mm or 54 mm, with little if any change in move distances and ranges.

FLANK AND REAR ATTACKS

Being on the flank or rear or shooting to a target's flank or rear depends upon the actual physical location of the attacker.

- For a flank attack the figure must start behind the front facing of the target.
- For a rear attack the figure must start behind the rear facing of the target.

WARRIOR HEROES: ARMIES AND ADVENTURES

CHARACTERS

Warrior Heroes: Armies and Adventures is played with individual figures referred to as “characters.” This section outlines what you need to do to outfit your character(s) for play.

There are two types of characters: player characters (PC’s) and nonplayer characters (NPC’s).

Player characters are those figures representing the player(s).

Non-player characters are those figures that do not represent the player. They may or may not be controlled by the player. These NPC’s may be friendly, hostile, or neutral to the PC. Most NPC’s are controlled by the game mechanics.

STARS AND GRUNTS

Warrior Heroes has a cinematic feel and can be compared to a movie. As in a movie, there are leading men and ladies, or Stars, and less important actors whom we call Grunts. The story is about you, the Star, while Grunts come and go as the story unfolds.

Non-player characters may also be Stars. NPC’s with recurring roles are good candidates for Stardom. Examples of NPC Stars would be the Captain of the Royal Guard or a caster (wizard) whom you visit for information and assistance on a regular basis.

“DEAR DIARY”, OR THE PLAYER’S JOURNAL

It is a good idea for the player to keep some sort of journal on his Star and members of his group. This may be as simple as a sheet of paper or as elaborate as you want. We hope you will have a long and successful career, and a journal can help keep your information straight. Besides the basic info such as Rep, weapons, armor, and such you may find it beneficial to record whom you’ve met and when. In general, any information you decide to keep may come in handy in the future.

PLAYER ADVANTAGES

Stars in **Warrior Heroes: Armies and Adventures** have four important advantages:

- Larger Than Life
- Cheating Death
- Free Will
- Home

If desired, some Grunts can be allowed to use any or all player advantages. We encourage this, as the more you add to the game, the richer the story will be.

Alternatively for a more challenging game players may wish to do away with the Star Advantages and see how they get on having to live or die like the common folk.

LARGER THAN LIFE (LTL)

Warrior Heroes can be used to capture the flavor of action and adventure movies, where the hero is a larger-than-life character. This is represented by the rule that a Star may not be killed by anyone with a lower Rep than his. The worst damage he can receive will be an “out of the fight” result. Treat all results of “obviously dead” as “out of the fight.”

When invoking the Larger Than Life rule, however, the character forfeits his next Social Advancement roll, and he is captured if no one can successfully carry him from the board.

CHEATING DEATH

When someone with Rep equal to or greater than that of a Star kills that Star, the Star is dead. This is when the Star can use his second advantage. To cheat death, the player declares his intent and the character is removed from play. His involvement in the encounter is over and he will return next encounter. This represents some amazing occurrence that has allowed him to escape certain death. Anyone who cheats death in an extended encounter, say clearing out a dungeon, is considered out of the fight during the current encounter but returns at –1 to Rep in the following encounter.

Example: Fish, a Rep 5 caster, is exploring a dungeon with a group. In the first room he is killed but decides to cheat death. The group continues the fight and Fish is then out of the fight while the encounter goes on. After the encounter the group decides to rest one day, then continue to explore the dungeon. Fish returns to the encounter but is now Rep 4.

FREE WILL

This is the primary thing that separates Stars from Grunts. Look at the Reaction tests on the Quick Reference Sheets (QRS) in the rear of the book. Some say, “Star may choose number of d6 to pass.” You may choose your character’s response from any of the available results by deciding how many dice you wish to pass. A Grunt must live by the roll of the dice.

WARRIOR HEROES: ARMIES AND ADVENTURES

HOME

Home is your character's safe place. It may be where he grew up or where he has set down roots. It's where everyone knows his name and likes him, and a place where he can store his belongings and rest. (This is a great place to recruit new members for your group.) When a player declares his character to be in his Home he does not have to roll for an encounter.

Example: Fish the caster decides to go Home. He heads back to Altengard and a little village on the border. He can relax there and leave his belongings in safety.

Starting with the second consecutive month a character remains in his Home, he must roll 1d6. If the score is equal to or less than the number of months he has been Home, he has been discovered by enemies and will be subject to a Raid: Defender encounter.

Similar to a Home is a Base. A Base is a location that the Star uses to recover and regroup when on an adventure.

Example: Fish is in the Border Kingdoms and decides to use the Inn at Falkirk as his Base. When he returns from his adventure he spends his time there, recovering and recruiting more members for his group.

WHERE ARE YOU FROM, BOY?

You need to decide where your character is from. Where someone is from determines who he is. Look at the army lists in the rear of the book. There are more than thirty army lists to choose from. Some are similar to each other, while some are very different.

The first thing you should consider when looking at the army lists is whether your character is human. What appeals to you? A dashing knight questing on horseback, or perhaps a troll exhorting tolls from under a bridge? The list you choose determines where on the map you'll start, so choose wisely!

THE ESTABLISHED LANDS AND THE DARKLANDS

The map included in this book shows the layout of the Established Lands and their environs. The "Established Lands of Talomir" is the popular term for a number of realms that were established in the vacuum created when the forces of the Tropilium Empire were driven out by the initial onslaught of the Black Moon. The surviving locals were able to rally their forces and, in a series of near-run campaigns, force the Darkness back to the northeast. The

Established Lands are Altengard, the Capalan League, Ekra, Seniira, and Treyine.

In contrast, the Darklands is a more nebulous term applied both to the lands of the inhumans to the east and to human realms that have fallen under the sway of the Black Moon.

FOREIGNERS

Talomir has many lands to travel. The map in this volume shows less than half of the countries in the world. Whatever list you choose, you may be a foreigner when traveling, and that will affect how you interact with other characters.

RED SUN, BLACK MOON

Your alignment plays a greater role in your interactions than your native country, however. The people in Talomir have varying views in regards to what's "good" and what's "bad." These views have an impact on whom they associate with, how they behave when confronted by those of opposite alignment, and other aspects of their lives. The ethical and moral perspectives of these people are categorized into two opposites, followers of the Red Sun and devotees of the Black Moon. At the most basic, let's just say the Red Sun is best thought of as the traditional "good", while the Black Moon would be considered "bad." As in real life, however, the world isn't always black and white, or black and red in this case.

As you can choose your country of origin, you can also choose your alignment.

FULL SUN (FS)

To these adherents it *is* black and red. Those of the Full Sun alignment will not tolerate any form of Black Moon worship. They rarely associate with any non-Red Sun believers but have been known to employ casters and other specialists who dwell in the Twilight. The most fanatical of the Full Sunners are the Brethren, who send out their witch hunters to dispatch any who serve the Black Moon.

SETTING SUN (SS)

Not as, dare we say, fanatical as their Full Sun brothers, Setting Sun adherents are a bit easier to get along with. They shy away from the intense scrutiny of the Full Sun, choosing rather to bathe in the softer light of the Setting Sun. The bottom line is Setting Sunners are more tolerant, even to the point of collaborating with other alignments to achieve a common goal.

WARRIOR HEROES: ARMIES AND ADVENTURES

TWILIGHT (TW)

Earlier we said that the world isn't always seen in black and white (or red). Those who believe in the gray follow the Twilight. These people see the good and the bad in life and have a live and let live attitude. Not surprisingly, not a lot of folks are like that, and it's getting closer to the time when they may have to pick sides. Until then, they are content to walk the knife's edge between the light and the dark.

RISING MOON (RM)

As times worsen, folk are increasingly led to Black Moon worship. It starts with turning an eye away from the Light. What harm in invoking the spirits of the Living Wood for protection? What matters an oath to an inhuman god here, an enchantment for profit there? No matter, as once you choose the path of darkness, it is hard to come back.

FULL MOON (FM)

Demons walk the land. They have stepped out of the shadow and in some hearts are embraced. While followers of the Rising Moon may turn to Darkness out of need, the followers of the Full Moon embrace the Darkness fully. The tolerant are hesitant to declare such people and creatures evil, and thus shielded by pleas for tolerance, they thrive. Power and dominion over others are the driving motives for devotees of the Full Moon.

GAME BASICS

In **Warrior Heroes** each player has a group of figures to play with. If playing a military game, it will be referred to as a unit. If it's a fantasy adventure game, it will be called a group. It really doesn't matter what you call it, as they function in the same way. Groups can range in size from one figure to as many as you like. When starting out, it's good to begin with between five and ten figures.

DEFINING FIGURES

Five things define each figure in your group or unit:

- Reputation
- Hardiness
- Weapon
- Body Armor
- Class
- Social Standing

For ease of play we recommend using the weapons and armor that the figures already have. This is recommended but not required. A figure armed with a ranged weapon is considered to have a hand weapon as well.

REPUTATION

Reputation (Rep) represents a combination of training, experience, morale, and motivation and is an expression of a figure's overall fighting quality. Rep has no maximum. Below are brief descriptions of Reputation levels.

Reputation 7 or higher: Heroes of rare and fantastic quality. Demons, dragons, and other creatures may also fall into this category.

Reputation 6: People of exceptional quality; often elite guards. Minor demons and other monstrous creatures may fall into this category.

Reputation 5: Veterans of long and successful service. Often noble horsemen or hardened, long-service soldiers. Elves, dwarves, and some orcs are often Rep 5.

Reputation 4: Reliable humans and inhumans of some experience, the bulk of most warriors.

Reputation 3: Green or poor-quality people with little motivation or desire for combat. Often peasant levies, militias, or slaves.

WARRIOR HEROES: ARMIES AND ADVENTURES

Reputation 2: Poor-quality fellows with little motivation or desire for combat. Think of them as cowards and unwilling.

Reputation 1: Usually reserved for the extremely old or young or those who are sick or infirm.

Stars can start out at any Reputation, but we suggest Rep 4 as a good level.

HARDINESS

Hardiness is a measure of how tough, big, and/or just plain lucky a figure is in a fight. Not every figure has a Hardiness score. It can be a great advantage for those that do. In game terms Hardiness:

- Tells you what the figure counts as in numbers when in melee.
- Substitutes for Armor Class if Hardiness has a higher score than actual AC.
- Allows a Hardiness check when the character suffers an out of the fight (OOF) or obviously dead (OD) result, either in melee or from missile fire.

All Stars start with Hardiness 1.

WEAPON

The weapon on the figure should represent what the figure actually has. Note that in the army lists each figure has a weapon listed for it. If your figure does not have that weapon, that's fine, just use what weapon the figure has. In some cases, as with creatures, a method of attack may be classified as a certain weapon.

Example: A dragon has an attack that is treated like a two-handed weapon.

All figures with missile weapons are considered to carry one-handed sidearms also, such as a sword or something similar. Characters may or may not be equipped with shields, depending upon the actual figures. Whether or not they do is already figured into the points system.

There are two categories of weapons, ranged and melee. Ranged weapons inflict damage from afar, while melee weapons require the user to be in close contact with his opponent.

RANGED WEAPONS TABLE

Weapon	Imp	Rge	Min Rep	2H	Max #	Basic
Arquebus	7	24	4	Y	1	Y
Arquebus, heavy ¹	7	48	4	Y		—
Axe, throwing	4	6	3	—	2	Y
Blowgun with darts	2	4	3	—	U	—
Bolas	3	6	3	—	2	—
Bow, long	7/5 ²	48	4	Y	—	Y
Bow, short	5	36	3	Y	—	Y
Crossbow	7/5 ²	24	3	Y	—	Y
Crossbow, hand	3	12	4	—	1	Y
Dart	3	4	3	—	U	—
Javelin	3	12	3	—	2	Y
Pistol	7	6	4	—	2	Y
Shuriken	3	4	5	—	U	—
Sling	4	12	3	—	—	Y
Sling staff	5	24	4	Y	—	—

1. *Weapon normally has a crew of two figures. One figure is the shooter and the other steadies the weapon and helps with reloading and carrying ammunition. The helper may carry a large shield (pavise) that allows both figures to count as being in cover when fired on. If either figure is lost this incurs a -1d6 penalty to its -Rep.*

2. Use first value if at 6" or less and second value if farther out.

Imp - Impact: Relative strength of the weapon in regard to the damage it can do. The higher the Impact, the more damage the weapon is capable of.

Rge - Range: Maximum range that the weapon may fire.

Min Rep: Minimum Reputation a character must have to use the weapon without suffering a penalty.

2H: Weapon requires two hands to use.

Max #: Maximum number of this weapon that a character may carry. U: Character may carry an unlimited number of these.

Basic: The basic ranged weapons of the game. If you are not really sure of just what that "thing" a figure is carrying, you can't go far wrong in declaring it one of these basic weapons.

WARRIOR HEROES: ARMIES AND ADVENTURES

BASIC MELEE WEAPONS TABLE

Weapon	Impact	2H
Improvised Weapon	3	—
Hand Weapon	5	—
Spear ¹	5	—
Lance ²	7/4	Y
Two-handed Weapon	7	Y
Pole Arm ³	6	Y

1. Spears benefit from the "Pole Arm in 1st round of melee" mod but otherwise function as hand weapons. A figure armed with a spear may also use a shield.

2. A mounted melee figure using a lance counts as Impact 7, as well as the modifier for "Pole Arm in 1st round of melee" if it charges/countercharges into melee. Otherwise, and on second and subsequent rounds in any event, the lance counts as Impact 4. A figure armed with a lance may also use a shield.

3. Pole arms are two-handed weapons, and a figure so armed may not also use a shield. A figure with a halberd or other pole arm and shield counts as armed with a spear instead.

Impact: Relative strength of the weapon in regard to the damage it can do. The higher the Impact, the more damage the weapon is capable of.

2H: Weapon requires two hands to use.

These are the only weapons needed to play **Warrior Heroes**. If you choose to have more detail in your games you may want to use the Advanced Melee Weapons Table.



Artwork by Andrea Sfiligoi

ADVANCED MELEE WEAPONS TABLE

Weapon	Impact	Range	Fight Room	Min Rep	2H
Axe, battle	6	—	1	5	Y
Axe, hand	4	—	0	3	—
Chain, spiked	4	—	0	4	—
Club	4	—	0	3	—
Club, great	5	—	1	3	Y
Dagger	4	—	0	3	—
Flail	5	—	0	5	—
Flail, heavy	7	—	1	5	Y
Gauntlet, spiked	3	—	0	3	—
Glaive ¹	6	1	1	4	Y
Guisarme ¹	6	1	1	3	Y
Halberd ¹	7	1	1	4	Y
Hammer, light	4	—	0	3	—
Hammer, war	6	—	0	3	—
Lance ²	7/4	1	0	5	Y
Mace, heavy	7	—	1	4	Y
Mace, light	5	—	0	3	—
Morning star	6	—	0	4	—
Pick, heavy	7	—	1	3	Y
Pick, light	5	—	0	3	—
Quarterstaff	5	1	1	4	Y
Ranseur ¹	6	1	1	4	Y
Rapier	5	—	0	4	—
Scythe	3	—	1	3	—
Shield, light	2	—	0	4	—
Shield, spiked	3	—	0	4	—
Sickle	5	1	1	3	Y
Spear ³	5	1	0	3	—
Sword, bastard	6	—	0	5	—
Sword, falchion	5	—	0	3	—
Sword, great	7	—	1	5	Y
Sword, long or broad	5	—	1	4	—
Sword, short	5	—	0	4	—
Trident	5	1	0	4	—
Unarmed	2	—	0	1	Y
Unarmed, martial arts	3	—	1	4	Y
Whip	2	1	1	4	—

WARRIOR HEROES: ARMIES AND ADVENTURES

1. Pole arms are two-handed weapons and a figure so armed may not also use a shield. A figure with a halberd or other pole arm and shield counts as armed with a spear instead.

2. A mounted melee figure with a lance counts as Impact 7, as well as the modifier for "Pole Arm in 1st round of melee" if it charged/countercharged into melee. Otherwise, and on second and subsequent rounds in any event, the lance counts as Impact 4. Figures armed with lances may also use shields.

3. Spears benefit from the "Pole Arm in 1st round of melee" mod but otherwise function as hand weapons. Figures armed with spears may also use shields.

Impact: Relative strength of the weapon in relationship to the damage it can do. The higher the Impact, the more damage the weapon is capable of.

Range: The weapon may fight at a range of 1". This accounts for being able to use it from a second rank of figures.

Fight Room: Minimum required distance in inches between two figures for the wielder to be able to use weapon without suffering a penalty.

Min Rep: Minimum Reputation a character must have to use the weapon without suffering a penalty.

2H: Weapon requires two hands to use.

ARMOR

Armor types are grouped together by class. This Armor Class or AC is a number ranging from 2 to 8, denoting the relative protection each class affords. The higher the AC, the better the armor. The armor on the figure should represent what the figure actually has. In some cases, as with creatures, inherent toughness or protection may be classified as a certain armor type or class. Example: A dragon has AC 8 because of its scaly skin.

ARMOR/MOVEMENT TABLE

Armor	AC	Movement Foot / Mounted
None, Padded, or Partial Leather	2	8/16
Chain w/Padded or Leather	3	6/12
Chain w/some Plate or Scale	4	6/12
Half Plate	5	6/12
Full Plate	6	6/12
Half Dragon Scale	7	6/12
Full Dragon Scale	8	6/12

ARMOR PROTECTED OR PIERCED?

During melee and when fired upon, if Armor Class is equal to or greater than the Impact of the weapon being used against it, the armor is considered protected. If Armor Class is less than the Impact of the weapon being used against it, the armor is considered pierced. This is not necessarily in a literal sense.

SHIELDS

This game uses two types of shields. The first is a large shield, which is the rectangular type that covers the user from shoulder to knee. An example of this is the shields that were used by Roman legionaries.

The second is a medium shield, usually a circular shield that covers the torso and does not extend to the legs. An example of this is the type that were used by Vikings.

Which type of shield a character has comes into play on the Firing Damage Table.

CLASS

All creatures and characters used in **Warrior Heroes** are divided into three classes based on how they inflict damage.

Melee troops close with the enemy and inflict damage in hand-to-hand combat or melee with a sword, mace, or similar weapon.

Missile troops inflict damage from afar by shooting with a ranged weapon such as a bow or crossbow.

Dual troops feel equally comfortable inflicting damage from afar and fighting in melee. Usually these figures have spears and bows or another combination of melee and missile weapons.

Alternatively, dual troops may be equipped with both a missile and melee weapon at the player's option. For example, orc riders are classed as mounted dual. They may be armed with bow and sword, or lance and shield, in essence with whatever combination of weapons the figure is equipped with. In this instance, once the figure is deployed it will count as missile or melee (or mounted missile or melee) for all purposes.

ADDITIONAL CLASS CHARACTERISTICS

The class of the figure is further defined by special characteristics or weapons it may have. These are:

Artillery: Characters with the artillery characteristic may hurl boulders and other similar projectiles

WARRIOR HEROES: ARMIES AND ADVENTURES

(Impact 7) up to 24". The creature/crew must spend one turn of activation to pick up or load the projectile before throwing it. These characters are always assumed to have projectiles within reach.

To "fire" the artillery, select an impact spot and roll on the missile table as if targeting a Rep 4 enemy without modifiers. If the artillery misses, roll one white and one colored d6. If the white die rolls 1 or 2, the shot fell short; 3 the shot fell to the right; 4 the shot fell to the left; 5 or 6 the shot fell long. The score of the colored die indicates how many inches in the indicated direction the shot falls. The blast may never fall short more than half the distance between shooter and target. Any target at the impact spot, friend or enemy, suffers the effect of the shot.

After resolving the attack on the primary target, roll 3d6 and arrange them from highest to lowest. The projectile will bounce dice inches from the impact point, in effect hitting up to three more places along a line traced from the shooter/thrower to the initial impact spot beyond the target. Any figure whose base is on the impact point also suffers an Impact 7 attack. The projectile may travel more than 24" when bounce is taken into consideration. *Example: Bjorn the Stankey hurls a boulder at a target 24" away. The three bounce dice roll 6, 6, and 1. The projectile hits 24", 30", 36", and finally comes to rest at 37".*

Unlike most other missile weapons, Artillery uses the same range characteristic in both the mass battle and skirmish game.

Beast: Some creatures of Talomir have limited cognitive ability. That's a nice way of saying they'd be hard pressed to outwit a turnip. What they lack in brains they can make up for in sheer meanness, especially if they have been hurt in a fight. They don't always bother to tell friend from foe when their blood is up.

Big Bad (BB): This is the overall leader of the NPC force. To generate the BB of an NPC force drawn from an Army list, roll 1d6 and consult the Big Bad Table. Apply +3 Hardiness* and any changes from the Big Bad Table to the highest Rep character rolled when generating the CV of that force.

**If "the highest Rep character" is a chariot, the BB will be a warrior on a chariot. Use the stats for any desired foot warrior, +3 Hardiness, and the results of the BB table. Do not apply the +3 Hardiness and BB table result to the chariot profile. When attacking the player may choose to use either the Rep of the chariot or the BB. All hits will first be applied against the chariot and if the chariot is rendered OOF or immobilized, the BB may be placed on the table as an individual figure so long as the player has a figure for that purpose.*

To generate the BB for a force drawn from an Encounter list, find the troop type marked with an *. Roll on the Big Bad Table and apply the result to

that figure's base stats. This figure is automatically the first figure the NPC force receives once it has been determined that the Big Bad is present.

BIG BAD TABLE

1d6	Modification to Big Bad
1	1 Rep and 1 Hardiness lower than in army list. Roll again and apply additional result. You may apply this result as many times as rolled. Hardiness is 0 minimum.
2	1 Rep lower than in army list.
3	As listed.
4	1 Rep higher than in army list.
5	1 Hardiness higher than in army list.
6	Either 1 Rep (1-3) or 1 Hardiness (4-6) higher than in army list. Roll again and apply additional result. You may apply this result as many times as rolled.

Blast: The character can create a "fireball" with the same characteristics and limitations of a Blast spell. Unlike the spell, the character can automatically generate the Blast every other activation he is not in melee. The Blast diameter is equal to the Rep of the figure.

The Blast may be centered on a point up to the shooter's Rep x 5". To launch the Blast, select a target spot and roll on the missile table as if targeting a Rep 4 enemy without modifiers. If the Blast misses, roll one white and one colored d6. If the white die rolls 1 or 2, the Blast fell short, 3 it fell to the right, 4 it fell to the left, 5 or 6 it fell long. Double the score of the colored die to see how far in inches the Blast lands in the indicated direction. The Blast may never fall short more than half the distance between shooter and target. Any targets in the Blast zone, friend or enemy, suffer the effect of the Blast.

Caster: The character may cast spells using the magic rules.

Climb: Some creatures have an innate ability to climb. The creature can climb up a wall, tree, or anything similar to a higher level. Creatures with this ability cannot fall while climbing.

CV or Combat Value: CV is the term we use when evaluating the relative "worth" of a figure in game play. Whenever you are called upon to generate a force, you will be given a minimum CV for that force. Roll 2d6 on the appropriate army list and find the value rolled under the Recruit column. Following this row all the way to the left gives what kind of figure you have rolled up. That figure's CV is listed under the CV column. You keep rolling for troops, keeping a tally of their combined CV until

WARRIOR HEROES: ARMIES AND ADVENTURES

the first roll that matches or exceeds the CV you were instructed to roll up.

Example – Starting play Dustin the Strong of Altengard is going it alone. Dustin is allowed 3 CV of followers. Checking the Altengard army list Dustin's player rolls 2d6 and gets a 7. This gives Dustin one arquebusier and uses up one CV. Dustin next rolls a 6, giving him a Skirmisher and using one more point of CV. His third roll is an 8. This gives Dustin a Knight. At 2 CV the knight brings his followers' CV up to 4. As this equals or exceeds the CV allowed for his starting party, Dustin is done recruiting.

As your party increases inexperience it will likely increase in CV. The following formula will let you track any change in your PC's CV as well as allow you to create troop types and monsters not included in the game: **$((Rep+AC+Notes) \times (Hardiness +1))$ divided by 6.** "Notes": each attribute listed in the notes column confers +1 point.

For one off games you may decide to roll for troops in groups rather than rolling for one figure at a time. Decide ahead of time if you would like to take 5 or even 10 figures for each roll. This is particularly useful for mass battle games with 30 or more CV per side.

Disease: Any character that suffers an OOF result from a mummy may potentially catch a disease from it. See Poisons and Disease for more information.

Dread: An irrational feeling of impending doom cast by particularly horrific creatures such as wraiths. When on the tabletop, these creatures affect every enemy on the field with a Rep lower than that of the Dread creature to suffer "dread" regardless of line of sight. Any creature that causes Dread also causes Terror.

Elite Trained: Characters that have had extensive training in either melee or missile fire. Elite trained melee characters always pass a minimum of 1d6 when in melee, while an elite trained missile character counts a minimum of 1d6 when shooting.

Fanatic: Fanatics always count no less than a result of "Pass 1d6 more than enemy" even if passing the same or less than the enemy when taking the Test of Wills and Charge Test. In addition, they do not take the Crisis Test.

Fire: The legendary dragon's fire. A dragon is allowed to breathe fire every other activation but cannot be in melee when doing so. Unlike Blast, which targets a spot, the dragon's fire extends 2 x the Rep of the dragon in inches out from the front of the figure. Not up to, but always twice the Rep in inches.

Flier: Any character that can fly through the air, whether due to natural power or riding a flying device.

Frenzy: The character always passes a minimum of 2d6 on the Test of Wills and Charge Test.

Magic Resistance: Figures with Magic Resistance will count any result of 6 as a pass when spells are cast against them. In effect, Shield Dice against magic. Also known as M Resist in the army lists.

Mounted: Those characters that are riding beasts, including horses, camels, elephants, chariots, and similar mounts. This category also includes some wild animals that fight without riders. Obviously, these latter cannot dismount. Whether a character is mounted may affect movement, missile fire, and melee combat abilities. Mounted characters may dismount, taking a full turn of activation, after which they function as foot troops.

Poison: Some creatures and characters routinely use poison. A character in melee that has more successes than its enemy must test to see if the poison has been administered. Roll 1d6 on the Firing Damage Table. A character using poison and making a missile attack rolls twice on the Firing Damage Table, counting the best result.

Stakes: Figures using stakes count as if in cover in all cases. In addition, mounted figures charging stakes will do so at -1d6. It takes one full turn of Activation to set up or remove stakes. Stakes may be emplaced before a battle begins. Characters carrying stakes may not fast move.

Terror: Terror troops, by their nature or reputation, inspire unreasoning fear in their opponents. Demons, great beasts, and wild animals are but a few types of troops that may inspire Terror. Characters facing Terror count negatively in the Test of Wills and Charge Tests regardless of Rep.

Undead: These characters do not take the Crisis Test, always count a minimum of pass same d6 as enemy for the Charge Test, and auto pass with maximum d6 on the Test of Wills.

Vicious: These characters always pass a minimum of 1d6 when in melee.

SOCIAL STANDING

Social Standing is an abstract measure of your character's monetary and social success. The higher your PC's social standing the greater ease with which he or she can attract followers. Each PC starts with a social standing of 1d6 -1. Social standing may never be reduced to below 0. There is no upper limit to your social standing.

WARRIOR HEROES: ARMIES AND ADVENTURES

WHAT DO YOU DO?

Okay, so now you know that you're the Star in this story. That you have certain advantages that make you better than most of the people (Grunts) out there. You know where you come from and how you view things in life (alignment).

Now the question is ...

What do you do?

ADVENTURER CLASSES

In **Warrior Heroes** the basic character starts out as an Adventurer. That's your job: go out and seek adventure. The Adventurer occupation has four basic classes for you to choose from. Being an adventurer, you're already a cut above the rest, so you start with the following advantages in your occupation.

Warriors: Warriors are fighters. They live to fight. They fight for country (army), pay (mercenary), or fun (adventurer). Warriors count as Elite Trained in melee or missile fire. In addition, they are not affected by the Minimum Rep or Fighting Room rules.

Casters: Casters are allowed to use magic.

Healers: Healers can heal the wounded and create potions.

Thieves: Thieves can pick locks and disarm traps.

EMPLOYMENT

Everybody has a job. It's the primary thing in life that you are skilled at and do to earn a living. Even Heroes have jobs. Now that you have chosen your class you need to find a job.

In **Warrior Heroes** it is assumed that all of the basic needs of the character are taken care of by his job. Here are the employment options in **Warrior Heroes: Armies and Adventures**.

SELF EMPLOYMENT

You call the shots. You have your own group of Grunts and you decide where you lead them and what they do.

Although we term this approach going solo there is nothing to stop you and your friends each running a PC that maintains his or her own following. The PC's and as many of their followers as they agree upon, may undertake adventuring as a group effort. Remember that enemy forces are always based on the current CV of your adventuring party.

RECRUITING YOUR GROUP

If you choose the nonmilitary option for forming your own group you start the game as a Rep 3-5 Star with Hardiness of 1 and Social Standing of 1d6-1. You can either choose your Rep at will or roll on the Army list for your home province and see what your stats are. Your initial following is your Social Standing x3 CV rolled from your starting province army list. You may not start with a Grunt of higher Rep than yourself, and if one is recruited his Rep is immediately lowered to that of your Star.

PC parties may take one healer for free. Take anyone of your followers and assign him the thief skills package in lieu of fighter. The same goes for thieves.

These are the folks you start with.

FINDING RECRUITS AND REPLACEMENTS

If you want, you can increase the size of your starting group or replace losses. Say you return from your adventure or campaign and have taken casualties. Some of your out of fights have recovered and some haven't. Let's face it, you can use some help! Or maybe you just decide to increase the size of your group.

Declare that you will not move this Strategic Turn and instead will spend the time recruiting. You can recruit from the area you are in or head home and recruit. Roll 2d6 versus the Encounter Rating (ER) of the area and consult the Recruits Available Table.

RECRUITS AVAILABLE TABLE

2d6 vs. Area ER	Modification to Roll on Recruits and Replacements Table
Pass 2d6	Add 1d6 and count a maximum of Pass 3d6.
Pass 1d6	Count only a maximum of passes 2d6 regardless of actual circumstances.
Pass 0d6	Count only a maximum of passes 1d6 regardless of actual circumstances.

You've found that recruits are available, but who says you're going to get them? Maybe someone else has more to offer, or perhaps there aren't enough to go around. Another consideration is how good your Leader is and even what race you are. Start with 2d6 and add or subtract d6 based on the modifiers. When you have a total, roll that many d6 and compare the result to the Social Standing of your Leader. Check the results on the Recruits and Replacements Table. If you have lost your Healer, any one of the new recruits can be given the

WARRIOR HEROES: ARMIES AND ADVENTURES

Healer profession at your option. Again the same goes for thieves.

RECRUITS AND REPLACEMENTS MODIFIERS

Situation	Modifier
Recovered all casualties last adventure or campaign	+2d6
Recovered more casualties than left behind	+1d6
Recruiting at your home	+1d6
Left behind more casualties than recovered	-1d6
Left all casualties behind	-2d6
You're a "foreigner"	-1d6

RECRUITS AND REPLACEMENTS TABLE

2d6 vs. Leader's Social Standing	Number of Replacements Recruited
Pass 3d6	Equal to the CV of all your casualties or up to three CV if you haven't suffered any casualties
Pass 2d6	Equal to half the CV of your casualties or 2 CV if you haven't suffered any casualties
Pass 1d6	One CV of recruits/replacements only
Pass 0d6	No one available

Once you have determined how many recruits are available, roll them up randomly as you did your original group.

LOSING FOLLOWERS

Just as good fortune may result in increasing your PC's following, misfortune may reduce it. A PC may never have more than Social Standing x5 CV worth of followers.

Should loss of Social Standing require your PC to lose followers, use any random method to determine who leaves the group. Start choosing from among any followers with a Rep higher than that of your PC. Should all of your PC's followers have a Rep equal to or less than your PC, choose randomly from among the entire group.

WORKING FOR SOMEONE ELSE

You have two alternatives to self-employment: joining an army and becoming a mercenary. Being

employed by someone else means you use the encounters listed in the "job descriptions." In addition, you will be re-armed in the fashion of the employer if you join an army.

JOIN THE ARMY AND SEE THE WORLD

When you first start out you may want to consider joining the army. But before you do there are a few questions that have to be answered. The first one is, "What army?" This is the list of armies you can join if your alignment allows.

Altengard recruits from Full Sun and Setting Sun only.

Border Kingdoms recruits from Full Sun, Setting Sun, and Twilight.

Brethren recruits from Full Sun only.

Capalan League recruits from Setting Sun and Twilight.

Dwarves (Black Moon) recruits only Black Moon Dwarves.

Dwarves (Red Sun) recruits only Red Sun Dwarves.

Ekra recruits from Full Sun, Setting Sun, and Twilight.

Elves (Black Moon) recruits only Black Moon Elves.

Elves (Silver) recruits only Silver Elves.

Goblins recruits only Goblin warriors.

Hykar recruits only Hykar warriors.

Mirish recruits from Black Moon, Rising Moon, and Twilight.

Orcs recruits only Orcs.

Seniira recruits from Full Sun, Setting Sun, and Twilight.

Treyine recruits from Full Sun, Setting Sun, and Twilight.

The second question is, "How do I do it?" Go to the country of the army you wish to join. Make your way to the heart of the country, and the next month you're a member of the army.

Next you need to find out how long you're in for. A Black Moon army? You're in it for life. Not too appealing? Full Sun armies recruit for five years. Setting Sun and Twilight sign you up for one year. Player characters may stay for longer periods if desired but may leave only at the end of a completed year. Player characters may also decide

WARRIOR HEROES: ARMIES AND ADVENTURES

to desert but immediately will be put on the list of known deserters and may be arrested (1–2 on 1d6) anytime they encounter the army again.

After you sign up you will be assigned to a unit. Roll 2d6 on the army list on the Recruits column. If your Rep is lower than the one listed for that troop type you cannot join it; roll again. If your Rep is higher than the troop type listed, good news! They have recognized your ability and you are a Leader of a troop of ten men. If your Rep is equal to the Rep of the troop type then you are just a soldier, part of a troop of ten.

DUTY STATIONS

If you join the army, any army, you roll on the Set Piece Battle Encounter Table for your adventures. The army has three duty stations, and the number in parentheses is the number needed on 1d6 to be assigned there. Every three months re-roll for assignment. The duty stations are in the heart of the country (—), in the country (1–2), and on the border (3–6).

BENEFITS OF ENLISTMENT

The immediate benefit of joining the army is you will have lots of encounters and chances to increase your abilities. You'll always have a full complement of mates to help in a fight. A new member automatically replaces each loss in the unit. And it's a great way to be noticed and promoted.

PROMOTIONS

Every time you fight in a Pitched Battle you have a chance to be noticed and possibly promoted. Each time you fight in a Pitched Battle and do not suffer a result of OOF or rout, you have a chance of being noticed. You receive a bonus Social Advancement roll at the end of the battle to represent this. In this way you could jump two levels instead of one!

LOSING A BATTLE

A time may come when the character is in the army and the army is beaten in a Pitched Battle. When this happens the character must attempt to return to the place he signed up for the army. On the way he tests for encounters like an Adventurer. When he reaches his destination he is reassigned to a new duty station.

MERCENARY

If you seek employment and decide against the army you can always become a mercenary. In short, you sell your sword arm to the highest bidder. The

possible employers and the restrictions on whom they will recruit is the same as for the armies.

Your employer will assign you to a unit as if you're in the army. It's like being in the army but with the benefit of being able to leave the unit when you want.

As a mercenary you can also become a caravan guard.

WHEN YOU CAN'T JOIN THE CIRCUS, JOIN THE CARAVAN

Being a caravan guard provides the benefit of steady employment but you retain your freedom. Caravan guards can always find work. Go to the heart of the country of any of the Established Lands to do this. Once you have joined the caravan you must remain with it until it reaches its destination—that is, if you want to be paid. Payment takes the form of additional Social Advancement rolls beyond whatever you gain from the encounters that arise during the journey.

WHAT DO THEY DO AND WHERE DO YOU GO?

A caravan starts at one end of a caravan route and travel the land to the other end, which is often very far away from the origin point. Consult the Caravan Route Table for information on the four existing caravan routes to see where they start, where they end, and what they pay (at the end).

Caravan Route Table

Starting Point	Ending Point	Pay
Altengard	Ekra	3
Capalan League	Mirish	15
Ekra	Border Kingdoms	5
Treyine	Border Kingdoms	5

Altengard to Ekra – Short and direct. Altengard is more concerned with trade via its fleets from its ports on the Great Ocean to the west. The path this route follows is:

- Heart of Altengard
- In the country of Altengard
- On the Border of Altengard
- On the Border of Ekra
- In the country of Ekra
- Heart of Ekra

WARRIOR HEROES: ARMIES AND ADVENTURES

CARAVAN ENCOUNTERS

Capalan to Mirish – The longest route available. Capalan is the ultimate trader, with the Great Trading Companies covering most of Talomir. The path this route follows:

- Heart of Capalan
- In the country of Capalan
- On the Border of Capalan
- On the Border of Seniira
- In the country of Seniira
- Heart of Seniira
- In the country of Seniira
- On the Border of Seniira
- On the Border of Treyine
- On the Border of Treyine
- On the Border of Hykar
- On the Border of Hykar
- On the Border of Mirish
- In the country of Mirish
- Heart of Mirish

Ekra to the Border Kingdoms – A profitable route for the merchants and nobility of Ekra. The path it takes:

- Heart of Ekra
- In the country of Ekra
- On the Border of Ekra
- On the Border of the Border Kingdoms
- In the country of the Border Kingdoms
- In the heart of the Border Kingdoms

Treyine to the Border Kingdoms – A profitable route for Treyine but a bone of contention with Ekra, which feels that the Border Kingdoms are its to develop. This route's path:

- Heart of Treyine
- In the country of Treyine
- On the Border of Treyine
- On the Border of the Border Kingdoms
- In the country of the Border Kingdoms
- In the heart of the Border Kingdoms

Caravan encounters are handled like Adventurer encounters. Any encounter that takes place in a town or city is assumed to be when the players are "off duty."

BENEFITS OF EMPLOYMENT

The immediate benefit of being a caravan guard is that you will have lots of encounters and chances to increase your abilities. Technically, you have the freedom to quit at any part of the route. There's also safety in numbers, and it's a great way to meet interesting NPC's who can be met again in the future.

CARAVAN COMPOSITION

The number of merchants traveling determines the caravan size and composition. Roll 1d6 to determine the number of traders in the caravan. Each trader will have caravan guards equal to the Pay number of the route in CV.

1d6 cargo-laden animals will accompany each trader. Each animal carries the equivalent of one roll on the Loot & Booty Table.

There will always be one caravan Leader recruited from amongst any Rep 4 or higher figures on the appropriate army list.

NPC caravan guards are recruited from the Caravan Guards Table.

Caravan Guards

1d6	Type	Class	Weapon	Rep	AC	CV
1	Cavalry	Mtd Melee	Various	5	4	2
2-3	Mtd. Archers	Mtd Missile	Various	4	4	1
4-5	Spearmen	Melee	Various	4	2	1
6	Archers	Missile	Various	3	2	1

In addition, 2d6 other characters will be traveling with the caravan at random. Roll 2d6 on the Random NPC Table to generate these.

WARRIOR HEROES: ARMIES AND ADVENTURES

Random NPC Table

2d6	Type	Weapon	Rep	AC	Align
2	Princess	Dagger	3	2	FS
3	Assassin	Various	5	3	RM
4	Dancing Girl	Dagger	3	2	TW
5	Foreigner	Various	3	3	RM
6	Merchant	Sword	4	2	TW
7	Citizen	Dagger	3	2	TW
8	Healer	Sword	4	2	SS
9	Rebel	Various	5	2	RM
10	Temple Guard	Spear	5	3	FS
11	Thief	Various	4	2	RM
12	Caster	Dagger	7	2	TW

Those are the folks you can meet. For convenience count each of these as costing 1 CV each when recruiting enemy forces. Feel free to use the Talk the Talk Table later in the rules. Their story is up to you!

IMPROVING REP: ADVANCEMENT

It is possible for an adventurer to improve his beginning Rep, Hardiness, Social Standing and skills. This process is called Social Advancement.

Anytime an adventurer survives an Encounter he has a chance to increase (or decrease) in abilities. Roll 1d6 individually versus first the Rep then Hardiness, and finally the Social Standing of the character. .

If the d6 roll is higher than the current level of the stat, the stat increases by 1.

A roll of 6 always grants an increase, regardless of the actual current level.

A roll of 1 always means that the character has that stat reduced by 1. This may be due to nervous exhaustion or similar discomfort.

Stats may never be reduced below 1. There are no upper limits.

Some Encounters grant additional rolls for an increase in Social Standing.

Should a PC run away or be rendered out of the fight during an encounter his Social Standing is automatically reduced by 1 AFTER the results of any advancement rolls have been applied.

ADVANCING SKILLS

In addition, a character may roll to increase any skill that he employed successfully in the adventure. Skills will be dealt with in more detail in **Warrior Heroes: The Adventurers Handbook**. See the section on Challenges for the basic skills used in this volume.

After checking for each skill that the character currently possesses, you are allowed one final die roll. If you roll 6, the character has acquired a new skill at level 1.

Followers are also eligible for experience bonuses. Be sure to account for any gains in experience when generating opposing forces in your adventures. As with any other character, followers may roll 1d6 vs. Rep following a successful adventure. Increase and decrease occurs in the same manner as with Adventurers.

If you don't mind the extra bookkeeping, followers may also increase skills as adventurers do by rolling 6 on 1d6. Note that the first "skill" increase a follower accrues is always Hardiness 1.

BASIC MECHANICS

If you want, these basic mechanics can be all you need to have a fun and entertaining game. They are also the building blocks to add additional rules as you see fit. If you decide to use this section only then use the army Lists and QRS located in the rear of the book. That's all you need!

FORMING GROUPS

The Group and Leader rules affect the organization of your figures and how you may move them.

GROUPS

At the start of the Encounter each side must divide its figures into groups of one or more figures. Groups are those figures within 4" and in clear line of sight of another group member.

SPLITTING GROUPS

After the battle starts your groups may be broken up into smaller groups or regrouped, as you want. They may be split when voluntarily when Active and involuntarily by reactions.

LEADERS

Each side has one overall Leader or Commander in Chief (CinC). Each group will also have a Leader. Group "leaders" are not a rank or position, rather each Group will use the figure with the highest Rep *currently in the group* any time a test calls for a test vs. the group's leader.

The Leader allows all figures in his group to use his Rep to Activate together. In addition, the Test of Wills and Charge Test are taken by the Leader and affect the group that he leads.

BEFORE THE BATTLE

Choose how many CV's worth of figures you want to use. I recommend between one and ten for an introductory game.

Pick appropriate figures that represent what they are armed with and what type of personal

armor they have. Use the army lists to help with this.

Decide on the Reps of the figures. Use the army lists to help with this.

Lay out the terrain on the table. See the "Terrain and Scenery" section for more info.

Decide what the battle will be about. This could be a straightforward battle where the object is to drive off the enemy or an objective-driven game where one side must recover or do something. Consult the Encounters section for guidance.

Decide where the troops set up. This is usually at opposite table edges and no closer than 12" from any edge.

GENERATING YOUR FORCES

There are three ways to build your forces for battle.

The first is the "Chinese Menu" system outlined on each army list. Each player agrees on a number of CV per side and you buy figures until you use up all your CV. A good starting value would be ten CV.

The second way is using CV but rolling 2d6 once for each Roll and cross-indexing the score in the Recruit column of the army list. *Example: I roll 2d6 and get a 4. On the Altengard army list, looking down the Recruit column, I would receive one Infantry figure.*

The third way is just to play with whatever you want and can agree upon.

GENERATING RANDOM TERRAIN ON THE TABLE

When you roll on the Random Wilderness Encounter Tables you will find out what you have run into. You then go to the Army List Descriptions section and determine what type of terrain the enemy has been contacted on. There are three types of terrain.

Clear/Hilly: This terrain is primarily flat with small sight-obstructing hills and folds in the land.

Mountains: These are legitimate large mountains that severely hinder movement through them.

Woods: Although trees may be found almost everywhere, this represents dense wooded areas that slow travel and obscure vision.

Next divide the table into nine roughly equal sections. See the following illustration that shows

WARRIOR HEROES: ARMIES AND ADVENTURES

the corresponding number for each section of terrain. When combined, these squares form a 3' by 3' battlefield.

1	2	3
4	5	6
7	8	9

Then roll 2d6 nine times on the Terrain Generator Table. This tells you the terrain that occupies each of the sections.

Finally, pick a piece of terrain randomly and roll 1d6 for it. This tells you where to place it on the 3' by 3' field. If you roll a number that you have already rolled, place the new piece of terrain on that space and slide the terrain piece that was already there over one number. This may cause multiple pieces to shift. When the last piece of terrain has been placed, you are done.

You can then place any buildings that are called for from the Army Description List.

Terrain Generator Table

2d6	<i>Clear/Hilly</i>	<i>Mountains</i>	<i>Woods</i>
2	Hill	Impassable	Woods
3	Clear	Woods	Woods
4	Hill	Clear	Hill
5	Clear	Road	Road
6	Road	Rough	Clear
7	Hill	Impassable	Woods
8	Clear	Rough	Woods
9	Woods	Rough	Woods
10	Clear	Clear	Clear
11	River	Impassable	River
12	Hill	River	Woods

TERRAIN AND SCENERY

This section describes general terrain and what effects it may have on your figures. For ideas on

terrain and buildings I suggest watching movies of the appropriate genre.

Each terrain piece should be represented by a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be easy to distinguish. A piece of felt works well for this purpose. Upon this can be laid trees, rocks, scrub, etc., with the edge of the felt outlining the terrain boundaries. It is also possible to blend terrain, such as a wooded hill. No matter what, make the terrain work for you with whatever you have. The types of terrain are as follows:

Clear terrain: Open, empty area with perhaps low-lying bushes that provide concealment but do not hinder movement.

Impassable rock formations: Base of inaccessible mountains or sheer cliff side. Movement not allowed.

Undulating terrain: Gullies, washes, and dry riverbeds. Moving up and down this type of terrain is at normal speed. Entering or exiting it will be at a reduction of 2" to your movement rate. Those at the edge of these terrain features count as in cover and can "see and be seen." Those 1" or farther inside and away from the edge cannot.

Rough terrain or wooded area: Either wooded areas or those with broken rocks, etc. across them. Movement reduced to half speed through these areas. Those at the edge of these terrain features count as in cover and can "see and be seen." Those 1" or farther inside from the edge cannot. Visibility inside these terrain features is limited to 12".

Definite road: Obviously well maintained road, either of dirt or perhaps cobblestone. Allows for normal movement. Enters at one table edge and exits on the opposite edge.

Settled areas: Farms, villages, towns, and cities. The buildings in these areas can be sparse, representing farms, or densely packed if representing cities. Always placed in clear terrain sections.

River: This terrain feature must be at least 6" wide and may be up to 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at a "free" lake of no more than 24" x 24", or on the shoreline of an ocean or bay. After placing a river roll 1d6. On 1 the river is not fordable and a bridge must be placed across it at some point. On 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On 4 through 6 the river is fordable its entire length. Forging is performed as follows:

WARRIOR HEROES: ARMIES AND ADVENTURES

The figure must stop at the river's edge and forfeits any remaining movement.

Next turn, the figure moves to the opposite edge and stops inside the river.

On subsequent turns, the character moves out of the river at the normal rate.

Those inside the river and within 1" of the edge are considered to be in cover and can "see and be seen."

TURN SEQUENCE

Warrior Heroes: Armies and Adventures is played in turns. Although battles can last an unlimited number of turns, each turn follows a strict sequence.

Select 2d6 of different colors.

Name one side as one color and the other side as the other color.

Roll these two dice at the same time to start each turn. This is called rolling for Activation.

If the dice are the same (doubles) reroll them. Optionally, doubles may signal the possible arrival of reinforcements for one side or another. See the rules for Movement of Enemy Forces for details.

If the dice are not doubles then read each die individually. The higher score determines which side activates its groups first.

The die score also determines which Rep or higher groups the corresponding side may activate. Example: A Black 4 and a Red 3 are rolled. The Black side scored higher so it activates first. Black may activate only figures that are Rep 4 or higher, or grouped with a Rep 4 or higher Leader.

After all actions and reactions have been finished for the first group the Black side is allowed to proceed to the next group. Groups are activated from the highest to lowest Rep.

After all of the Black side's groups have been activated, the Red side may activate one group at a time under the above Rep restriction and continue to do so until all groups have been activated. *Example: A Black 4 and a Red 3 were rolled. The Black side has finished activating all the groups he wanted to. It is now the Red side's turn. Red may activate only*

figures that are Rep 3 or higher, or grouped with a Rep 3 or higher Leader.

After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.

When more than two sides play just add additional colored dice to the Activation roll. Any dice rolling doubles means those sides may not fire or move, but the other sides may. If all dice roll the same number, reroll.

Actions

When a figure is Active it may voluntarily do one of the following actions:

- Move up to full distance and fire at any time while completing its move.
- Stay in place (allowed to change the direction it faces) and fire if desired.
- Attempt to charge into melee.

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. Let's start with movement.

MOVEMENT

There are two types of movement, voluntary (when the figure is Active) and involuntary (caused by a Reaction test).

NORMAL MOVEMENT

Normal movement for Rep 2 or less figures is 6". All others have a movement of 8". This base movement can be modified due to terrain and in some cases by troop type. This is explained in the **ARMY LISTS**.

FAST MOVEMENT

Roll 2d6 versus the Rep of the figure. Consult the Fast Movement Table to determine the movement gained.

WARRIOR HEROES: ARMIES AND ADVENTURES

2

FAST MOVEMENT

(Taken vs. Rep)

PASS 2D6

- Figure moves twice their normal movement.

PASS 1D6

- Figure moves one and a half times' normal movement.

PASS 0D6

- Figure moves normal movement.

FIRE AND MOVE

A figure carrying a missile weapon may fire at any time during its activation—at the start or end, or in between—and may continue its move after it fires as long as it does not exceed its allowed movement distance or is not stopped by a Reaction test.

MOVEMENT AND WEAPON USAGE

In addition to firing while moving, a figure may also reload a weapon, switch weapons, or exchange weapons with another figure while making a normal move.

ENTERING AND EXITING BUILDINGS

A figure may enter or exit a building at a movement reduction of 2" if through a doorway. Entering from a window ends the move, but the figure can still shoot.

Only two figures at a time may enter a building through a normal-sized door, four if through double doors. Additional figures may enter only when they are next active.

MOVEMENT INSIDE BUILDINGS

Movement in buildings is at normal speed and always counts cover for any figures that are inside.

Movement between levels, whether up or down, can be done in one turn. Example: Hamlet starts his turn on the first floor. He becomes Active and enters the second floor ready to fight.

FLYING FIGURES

ALTITUDE

Fliers are any figures that can fly through the air, whether due to natural power or riding a flying device. Fliers have three altitude choices.

- **Observation Level:** The flier is at an altitude that prohibits it from attacking or being attacked by any figures on the ground. All aerial combat due to interception takes place at this height.
- **Attack Level:** At this level the flier may make missile attacks if available (i.e., dragon breath weapon, dropping rocks, firing a weapon, etc.). The flier is also subject to missile attacks from the ground, even from thrown weapons. A flier at this height is considered a threat, and all figures it approaches within 12" are subject to a Test of Wills and/or Charge Test.
- **Ground Level:** The flier has landed and is placed on the tabletop. It is allowed to carry out melee attacks as any other figure.

MOVEMENT ON THE TABLE

At the start, unless a flier is at ground level, the flier's movement will start from off the board behind its group. When Active the flier declares an entry point and also one of the following:

- **An exit point on any opposite table edge.** Tracing a straight line from the entry point to the exit point defines the flier's flight pattern.
- **A hovering point anywhere on the tabletop.** Tracing a straight line from the entry point to the hovering point defines the flier's flight pattern. Upon reaching the hovering point the flier must be at attack level and may attack or be attacked. This ends the flier's movement.
- **A landing point anywhere on the table.** Tracing a straight line from the entry point to the landing point defines the flier's flight pattern. Upon reaching the landing point the flier must be at ground level and may attack or be attacked. This ends the flier's movement.
- Whenever a flier is Active and flies onto the board, any and all enemy fliers currently off the board may check to see if they can intercept. The intercepting figures and the target flier make the Test of Wills. If the intercepting flier scores a result of Charge, it must then take a Charge Test. All missile and melee attacks upon fliers may be generated only from the Charge Test. If the intercepting flier does not pass the Test of Wills and Charge Tests, the

WARRIOR HEROES: ARMIES AND ADVENTURES

target flier is allowed to move as it originally intended.

- A flier may enter the table at attack altitude if desired. If intercepted it rises to observation level. After the interception is over it can proceed with the attack. A flier forced to Retire exits the board directly away from the enemy at observation height.

Players using fliers are responsible for notifying other players of the peculiarities of fliers (scouting, altitudes, etc.).

REACTION TEST

Reaction Tests represent the effects of various stressful situations on a figure's ability to perform tasks. These tests cover a variety of situations, with some being taken more than others. Reaction Tests allow your figures to react to the situations in which you place them in both good and bad ways.

HOW TO CHECK REACTION

There are a few different ways to take a Reaction Test. They are:

- Roll 2d6 and compare each die score individually against the Rep of the tester. If the result is equal to or lower than the Rep then you have "passed" this die. You can pass 2d6, 1d6, or 0d6. Check the number of dice passed under the appropriate Reaction table for the result. *Example: Hans (Rep 4) takes the Crisis Test and rolls 2d6 versus his Rep. He scores a 4 and a 5 and so passes 1d6, as only the 4 is equal to or less than his Rep.*
- The next way to take a Reaction Test is to roll a number of d6 equal to the Rep of the tester, modify the number of dice, and then count how many successes are rolled. A success is defined as a score of 1, 2, or 3 on a die. In this instance it is possible to pass more than 2d6. *Example: Basel the caster (Rep 8) takes a Test of Wills and rolls 1d6 for each point of Rep he has. He rolls 8d6 and scores 1, 2, 3, 3, 4, 5, and 6, for a total of five successes.*

TYPES OF REACTION TESTS

A variety of Reaction Checks must be made in **Warrior Heroes: Armies and Adventures**. Some are used a lot, while others are rarely used. These will be explained in greater detail in the sections of the rules that pertain to when they are taken.

TEST OF WILLS

The Test of Wills is taken when one or more groups* first find themselves within 12" of an enemy group. You need to find out who takes initiative and dictates to the other side what will happen.

Roll a number of d6 equal to the Rep of each Group and modified by the circumstances. When the d6 are rolled, each side counts the number of successes it has scored and compares them. The results are then read on the Test of Wills Table.

Example: Vlad, a Rep 6 Warrior, leads a group of soldiers. They move 6" and end their move 6" from the enemy. This triggers the Test of Wills. Vlad rolls 6d6 and scores three successes. The enemy is led by Gnarly, a Rep 4 Orc Warrior. Gnarly rolls 4d6 and scores two successes. Vlad scores one more success, so consulting the Test of Wills Table, Vlad takes a Charge Test.



Artwork by Andrea Sfiligoi

WARRIOR HEROES: ARMIES AND ADVENTURES

TEST OF WILLS MODIFIERS

Situation	Modifier
Testing vs. enemy's flank or rear	+1d6
Figure subject to Terror/Dread	-1d6
Undead	Always pass maximum d6
Frenzy	Always pass minimum 2d6
Dazed target	Always count as scoring one fewer success than enemy
Stationary type B and C armies	Never score more than pass same number of successes

Rep TEST OF WILLS

*Taken when sides come to within 12" of each other.
Taken vs. highest Rep figure of both groups.
Stars may choose number of successes
(Counting successes)*

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

SCORE 3 OR MORE SUCCESSES THAN ENEMY.

- Melee will check to charge counting as if Frenzy for the purpose of the Charge Check only. **

SCORE 2 MORE SUCCESSES THAN ENEMY.

- Mounted melee will check to charge counting as Frenzy for the purpose of the Charge Check only.
- Foot Melee will check to charge. **

SCORE 1 MORE SUCCESS THAN ENEMY.

- Melee will test to charge. **

SCORE SAME NUMBER OF SUCCESSES AS ENEMY.

- Both halt in place and do nothing.

** Groups are defined as those figures within 4" of the Leader or highest Rep figure taking the check.*

***If defending works or walls do not test to charge. If out of charge reach then group will advance full move instead.*

RANGED COMBAT

Missile armed figures may fire and inflict damage from afar in the following way.

LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a line of sight. Line of sight (LOS) extends across the whole table and is blocked only by terrain, buildings, and sometimes inclement weather.

- At night LOS is reduced to 12".
- LOS in woods or rough terrain is reduced to 12" in the daytime and 6" at night. If a figure is at the edge of the woods, it may see and be seen from outside the woods.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

SHOOTING A WEAPON

To fire at a target the shooter must have a clear line of sight to the target and the target must be within range of the weapon being used.

All figures shooting at the same target must be declared prior to shooting and they must shoot even if the target is subsequently eliminated. The target rolls one set of d6 and results are applied versus all the shooters individually.

To fire a ranged weapon the shooter rolls its Rep in d6, modified by the circumstances listed on the Firing Table.

The target does the same.

Both sides count the number of successes they have rolled (scores of 1, 2, or 3) and compare them to each other.

Read the result on the Firing Table.

SHOOTING MODIFIERS

Situation	Modifier
Target armor is protected versus weapon	+1d6
Shooter is armed with bow (short or long)	+1d6
Shooter is armed with magazine weapon	+1d6
Shooter is armed with firearms	-1d6
Shooter fast moves before firing	-2d6
Elite trained missile troops	Pass min 1d6

WARRIOR HEROES: ARMIES AND ADVENTURES

Rep

FIRING TABLE (Counting successes)

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

ONE SIDE SCORES MORE SUCCESSES THAN OTHER.

- Higher rolling side rolls on the Firing Damage Table if missile armed.
- Higher rolling side will charge* if it has the Frenzy attribute.

EACH SIDE SCORES SAME NUMBER OF SUCCESSES.

- Miss.

*Figures defending fortifications or in shield wall will not charge.

DAMAGE

When a figure is hit the shooter must roll on the Firing Damage Table. Roll 1d6 cross-referenced against the cover/armor state of the target starting from the left column and moving toward the right. Choose the first column that applies to the target.

Firing Damage Table

Die Roll	Large Shield or Cover	Medium Shield or Armor Protected	Armor Pierced
1	OD	OD	OD
2	OOF	OOF	OOF
3	—	OOF	OOF
4	—	—	OOF
5	—	—	—
6	C*	C*	C*

*Figures defending earthworks treat C results as No Result.

OD: Obviously Dead OOF: Out of Fight
— No Result C = Control Test

1

CONTROL TEST

Taken vs. Rep and counting number of passed dice
Stars may choose number of passed dice

PASS

- No Result

FAIL

- **Melee figure:** Involuntary Advance: Melee Figure will fast move towards the shooter and engage in melee if contact is made.
- **Missile figure:** Retire.
- **Both:** In addition adjacent figure to either flank also takes Control Test.

HARDINESS TEST AGAINST MISSILE FIRE

When a Hardiness test is called for due to a result of OOF or OD use this table.

2

HARDINESS MISSILE CHECK

(Taken vs. Hardiness and counting number of d6 passed)

A score of "6" is always a failure.

PASS 2D6

- **Startled!** Figure stops in place and will continue movement next activation.

PASS 1D6

- **Wounded!** = If armor was *protected* then count as if passing 2d6. If armor was *pierced* then immediately re-roll counting a result of pass 1d6 as if passing 0d6.
- **Chariot** is immobilized. Crew may dismount and fight on foot if controlling player has figures available. Otherwise it is **Out of Fight**.
- **Beast** rampages.

PASS 0D6

- Original result applies!

RAMPAGING BEASTS

When a beast rampages, roll 2d6 somewhere near the figure. The rampaging figure makes a normal move in the direction indicated by tracing a line from the figure to the high-scoring die. If doubles are rolled, the figure does not move.

A rampaging figure moves over any figures in its path, fighting one round of melee with each, whether friend or foe.

The figure will continue to rampage at the start of each friendly turn regardless of activation dice

WARRIOR HEROES: ARMIES AND ADVENTURES

scores, and continue to rampage until it is OOF or has left the table.

AUTO-KILL OR CAPTURE

If a figure comes into physical contact with an out of the fight figure, it may choose to automatically dispatch the figure or instead capture it (tie it up, etc.). This can be done only when Active.

MELEE

A time may come when you or someone else wants to get into hand-to-hand combat.



Artwork by Andrea Sfiligoi

CHARGE

Figures that start at half their normal move or less from enemies they wish to charge will do so automatically. Simply move the figures into contact. No reaction tests of any sort need be taken. The enemy will stand and receive the charge. Neither side may Cast magic or fire missile weapons.

For figures that wish to charge into melee and are at a distance of over half their normal move the procedure is different.

- 1 – Both sides roll the Wanting to Charge test.
- 2 - Defender shooting takes place if allowed as directed by the Wanting To Charge test.
- 3 - Charger rolls Crisis test if needed.

4 - Charger figures contact front line defender figures. Figures that have already moved their full fast move distance do not move any further and will not contact the enemy this turn.

5 - After all target figures are engaged, remaining chargers may double up and place additional figures to fight enemy figures.

WANTING TO CHARGE REACTION TEST

CHARGE MODIFIERS

Situation	Modifier
Testing vs. enemy's flank or rear	+1d6
Figure subject to Terror/Dread	-1d6
Mounted figure charging stakes	-1d6
Undead and Fanatics	Always pass minimum of same number of successes as enemy
Frenzy	Always pass minimum 2d6

Rep CHARGE TEST

*Taken by Leader of the charging and defending unit.
Star may choose number of successes
(Counting successes)*

**Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure**

SCORE 3 OR MORE SUCCESSES THAN DEFENDING GROUP.

- All charge and enemy routs

SCORE 2 MORE SUCCESSES THAN DEFENDING GROUP.

- Mounted charging foot will cause foot to rout.
- All others charge and neither may fire or cast.

SCORE 1 MORE SUCCESS THAN DEFENDING GROUP.

- All charge and both sides may fire and cast.

SCORE THE SAME NUMBER OF SUCCESSES AS DEFENDING GROUP.

- Foot trying to charge mounted, and any missile armed, will halt.
- Others charge after defender fires and casts.

WARRIOR HEROES: ARMIES AND ADVENTURES

SCORE FEWER SUCCESSES THAN DEFENDING GROUP.

- All halt and defender may fire and/or cast.
- Attacker may fire and/or cast after defender has resolved fire/casting

MELEE

When the figures come into contact melee is resolved. Each figure rolls one set of d6 equal to its Rep and modified by circumstances. When fighting multiple targets the result is applied to all enemies the figure is fighting.

MELEE MODIFIERS

Situation	Modifier
Figure is Frenzy or Pole Arm on contact	+1d6
Armor is protected versus weapon	+1d6
Figure is on larger base	+1d6
Uphill from enemy	+1d6
Defending fieldworks or wall	+1d6
Figure is subject to Terror/Dread	-1d6
Not Min Rep to use weapon	-1d6
Not enough Fighting Room for weapon	-1d6
Fighting outnumbered*	-1d6
Elite Trained or Vicious melee troops	Always count minimum pass 1d6

*Characters count their Hardiness as number of figures for purposes of outnumbering.

REP

MELEE TABLE

(Counting successes)

Each die roll of 1, 2, or 3 = Success
Each die roll of 4 or 5 = Failure
Each die roll of 6 = Shield Dice or Failure

SCORE 3 OR MORE SUCCESSES THAN ENEMY.

- **Killing stroke!** Higher Hardiness will seek next target within 3" and to their front while mounted rides through.
- Target is **OD**.

SCORE 2 MORE SUCCESSES THAN ENEMY.

- Telling Blow!
- If losing figure's armor is pierced figure is OOF!
- If losing figure's armor is protected, figure is stunned! Immediately roll melee dice again with stunned figure using 1d6. If achieve results of evenly matched or combat continues then the stunned figure will recover all d6 and another combat may occur. Otherwise lose 1d6 and figure is OOF.

SCORE 1 MORE SUCCESS THAN ENEMY.

- **Combat continues!** Loser pushed back 1" and loses 1d6.
- **Winners** not in fieldworks or stopped by enemy will follow up and fight immediately continues.
- Any combatant reduced to 0d6 is OOF.

SCORE SAME NUMBER OF SUCCESSES AS ENEMY.

- **Evenly Matched!** Figures remain in contact. Next Activation active figure has option to continue melee with both sides recovering all d6 or move away from the enemy.

ROUND OF COMBAT

A round of combat lasts from the first set of dice rolling until either all enemies are OOF or OD, or the forces score a result of evenly matched. A round of combat often consists of more dice being rolled more than once per figure involved.

SHIELD DICE

Any figure holding a shield (not a pavaise), dagger, cloak, net, or second weapon while wielding a weapon in the other hand counts as using shield dice. Each shield die can be used to cancel one enemy success that cannot be matched by a friendly passing die.

Example – Apotheosis Jones locked in mortal combat with an orc. Apotheosis is using a sword in his right hand and a net in his left, allowing him to count "shield dice". In the combat Apotheosis rolls a 2, 5, 6, and 6. The orc rolls 1, 2, 4, and 4.

Apotheosis Jones has passed 1 die and scored two shield dice. The orc has passed 2 dice.

WARRIOR HEROES: ARMIES AND ADVENTURES

Apotheosis' passing die cancels out one of the orc's passing dice. His shield dice could cancel out 2 of the orc's passing dice but as the orc is left with only one passing die, that pass is canceled and Jones' second shield die is ignored.

MOUNTED RIDE THROUGH

If a mounted figure passes 2d6 or more versus all its opponents while charging, it may "ride through" to the next opponent behind the first or out of the melee if none is there.

STUNNED

Stunned figures cannot count shield dice. Heroes default to their actual armor instead of Rep when stunned.

HARDINESS TEST IN MELEE

When a Hardiness test is called for due to a result of OOF or OD, use this table.

2 HARDINESS TEST

(Taken vs. Hardiness and counting number of d6 passed)

A score of "6" is always a failure.

PASS 2D6

- **Startled!** Figure staggers back on guard, recovering quickly. Melee ends for now and will continue next activation.

PASS 1D6

- **Wounded!** = If armor was *protected* then melee continues immediately with figure counting -1d6. Otherwise melee continues immediately with figure counting -2d6. Any figure reduced to 0d6 is **OOF**.
- **Chariot** is immobilized. Crew may dismount and fight on foot if controlling player has figures available. Otherwise it is **Out of Fight**.
- **Beast** rampages.

PASS 0D6

- Original result applies!!

CONTINUOUS MELEE

If after a round of melee the figures are still in contact the next engaged figure to activate may continue the melee or move away.

ROUTS

If a figure is in melee routs roll 1d6 to see if it is able to disengage or dies in the attempt. Modify the score as follows:

- +1 if the figure causing the rout has a faster movement than the router.
- -1 if the router has a faster speed than the figure that caused the router.
- Compare the modified score to table below.

CASUALTY FROM ROUT TABLE

Modified Roll	Result
1-3	Escape
4-5	OOF
6+	OD

LEADER LOST

Whenever the overall Leader (CinC) of a side suffers a result of OOF, OD, or Rout all figures from that side must immediately take the Leader Lost Test.

2 LEADER LOST TEST

*Taken vs. Rep and counting number of d6 passed.
Star may choose number of passes.*

+1d6 if checker in fieldworks or behind wall

PASS 2D6

- Figures within 4" of the fallen leader will fight to recover the body and carry it from the field.
- Others will continue to fight as the controlling player desires.

PASS 1D6

- Figure breaks off from the battle and will retire from the field if not prevented from doing so by enemy action. Figures leaving the table in this way are automatically recovered after the Encounter.

PASS 0D6

- Figure routs and is removed from play.

CRISIS TEST

During the battle a crisis may occur that causes nearby figures to take a Crisis Test. This event is

WARRIOR HEROES: ARMIES AND ADVENTURES

perceived to be catastrophic and can sap the will of the remaining figures to continue the fight. Whenever a figure receives a result of OOF, OD, retires, or runs away this test must be taken. It is taken by the two figures closest to the cause of the test. Note that figures failing this test may spawn other Crisis tests, however, any one figure need only test once per "crisis chain".

CRISIS TEST MODIFIERS

Situation	Modifier
Star	Choose reaction
Fanatic	Do not take test
Tester has greater Hardiness than figure causing test	+1d6
Tester in fieldworks or behind wall	+1d6
Within sight of non-retiring or non-routing banner	+1d6
Subject to Dread	-1d6

2 CRISIS TEST (Taken vs. Rep) "6" always counts as pass "failed"

PASS 2D6

- Carry on.

PASS 1D6

- If the figure has another friendly figure within 2", retire one normal move, and end facing as desired.
Otherwise figure Routs.

PASS 0D6

- Rout.

ROUTING

Any figure suffering a rout result is removed from the table. Be sure to keep them separate from any OOF/OD figures for purposes of after-battle recovery.

BATTLEFIELD CASUALTIES

Battlefield casualties will be either "out of fight" or "obviously dead." OD figures can rarely be helped, while retrieving OOF figures increases their chances of recovery.

RETRIEVING THE WOUNDED

To retrieve the wounded a friendly figure must come into contact with the wounded figure. The next

activation it can carry the figure away at normal move. Those carrying wounded may not attempt to fast move.

If the wounded figure is significantly larger than the figure attempting to carry it, two figures may be required to move it.

If charged the wounded figure is dropped and the rescuer fights normally. If fired upon there is a chance (1-3) that the wounded figure is attacked instead. The wounded figure rolls only 1d6 in defense.

RECOVERY

You check two times to recover OOF and routers. The first is after an encounter or battle. The other is after the campaign or adventure is done and you have returned to your base.

AFTER AN ENCOUNTER

Before you return home, each figure that scored a result of OOF or Rout may roll 2d6 versus its Rep to see if it returns to the group.

This test is optional. The player may wait until everyone returns to base and then take the Recovery Test.

RECOVERY AT HOME

After the campaign or adventure is over and you return home, each figure that scored is still OOF or Routed must roll 2d6 versus its Rep to see if it returns to the group.

RECOVERY TABLE

+1d6 if figure had Hardiness of 1+
6 is always a failure

2d6 vs. Rep	After Encounter	At Home
Pass 2d6	OOF recover and routers return.	OOF recover and routers return.
Pass 1d6	OOF are still OOF. May test again after next battle or when return home. Routers head for home. Player may test again when return home.	OOF recover at -1 to Rep. Routers will return at -1 to Rep.
Pass 0d6	OOF are now dead. Routers never return.	Wounded die (1-4) or retire (5-6). Routers never return.

MAGIC AND HEALING

There are casters, doomed to damnation if they do not know when to quit, and healers, who will eventually become scientists. While both share a common passion for knowledge of their art, they are completely different from each other.

Let's deal with the darker side first.

MAGIC

"Perhaps it's the means and not the goal that determines what leads to damnation." — Grand Marshal Sant-Marten

Disciples of the Dark Arts are called by many names. They are known as wizard, necromancer, sorcerer, and shaman and are both male and female.

We call them casters.

Spellcasting at its basic seeks to create something from nothing*, and perhaps that is where the Black Moon takes a hand. You see, adherents of the Dark Arts are almost always "evil" in the broadest sense. Even Merlin had a dark side. To reflect this, the majority of casters are Black Moon believers. What of those casters in the employ of the Red Sun? They are few and far between and are best thought of as being in the twilight and the moon is rising.

**Granted, it could be the transmutation of energy into physical effect, but that effect is often way out of kilter with the amount of effort the caster puts into the spell.*

CASTING LIMITS

Casting spells has certain limitations:

- A caster may cast only one spell when he is Active. Example: Fish the caster is Active. He decides to cast a Dazzle spell.
- A caster may cast as many spells as allowed by Reaction Tests. Example: Fish is inactive and charged by three goblins. He decides to cast a Blast spell. Later a soldier on his side is being shot and charged by two goblins. He decides to cast an Air of Strength spell on the soldier. Note that Fish does not have to be the target of an attack to use a defensive spell if the opportunity arises from a Reaction Test taken by the target.
- Any caster, regardless of Rep, may attempt any spell regardless of difficulty.

- Spells are cast at a 1" target spot. Example: Fish chooses the spot occupied by the center goblin as his magic target spot.
- Unless specified otherwise in the spell description, the target spot must be no farther from the caster than five times his Rep in inches. *Example: Fish is a Rep 4 caster and so can cast spells up to 20".*
- Unless specified otherwise in the spell description the caster must have line of sight to the target spot.
- The area affected by the spell is a circle with a radius equal to the caster's Rep. Example: Fish casts the spell 12" away and all targets within an 8" circle can be affected by the spell.
- Spells that bring allies to the fight last until the ally summoned is destroyed or dispelled.
- All other spells last only until the end of the current activation they are cast in. Example: Fish the caster casts a spell in reaction. The spell takes effect immediately (on the enemy Active portion of the turn) and ends at the end of the activation.
- A caster may never have more than one demon on the table at a time.

HOW TO CAST A SPELL

Spells may be cast only at visible targets or places unless specified in the spell description.

To cast a spell the caster first decides the target. This can be either a figure or a 1" spot on the table. *Example: Basel, a Rep 8 caster, decides to fire off a spell at a group of three orcs that are in sight.*

The success or failure of the spell is determined by comparing the caster's Rep to the spell's Rep. This is done as follows:

- Determine the Rep of the spell that you wish to cast by looking on the appropriate list. This is the number of d6 you roll, representing the difficulty factor of the spell.
- When using spells that directly affect a figure, the Rep of the highest-rated figure in the target group is used as the Rep of the spell. *Example: Basel wishes to fire off a Dazzle spell at the group of orcs. They consist of two Rep 4 orcs and one Rep 5*

WARRIOR HEROES: ARMIES AND ADVENTURES

Black Moon orc. Basel must use the highest Rep in the group as the spell Rep. In this case that would be a 5, so 5d6 are rolled for the spell.

- Determine the caster's Rep. This is the number of d6 you start with, representing the expertise and power of the caster.
Example: Basel is a Rep 8 caster and so starts with 8d6.
- Modify the caster's Rep by any spellcasting modifiers that apply. Magical items may modify the caster's Rep as well. *Example: Basel wishes to cast the spell but has failed previously when attempting two other spells. He therefore subtracts 2d6 and now rolls 6d6.*
- Roll the correct number of d6 for the spell and count the number of successes. Each 1, 2, and 3 rolled counts as one success.
Example: 5d6 are rolled for the spell and the results are 2, 3, 4, 4, and 6. This is two successes.
- Roll the modified number of d6 for the caster. *Example: Basel rolls 6d6 and scores 1, 1, 1, 3, 4, and 5. This is three successes.*
- Compare the number of successes scored by the caster to the number of successes scored by the spell. *Example: Basel scored three successes while the spell scored two. Basel scored one more success than the spell.*
- Consult the Spellcasting Table and carry out the results. *Example: The orcs are Dazzled.*

SPELLCASTING TABLE

Roll caster's Rep d6 vs. Rep d6 of Spell or Rep of the highest Target depending upon spell type.

-1d6 from the caster for each previous spell that failed.

-1d6 from the caster if moved in same turn as casting.

Each die roll of 1, 2, or 3 = Success

Each die roll of 4 or 5 = Failure

Each die roll of 6 = Magic Resisted or Failure

Number of Successes	Result
Caster scores more successes	Spell successfully cast.
Caster scores fewer successes	Spell fails and caster loses 1d6 from Rep for casting future spells.
Caster scores zero successes	Spell fails and caster suffers backlash!

- **-1d6 from the caster for each previous spell that failed:** Each time a caster is unsuccessful when casting a spell he subtracts 1d6 from every subsequent casting attempt regardless of the spell attempted.
- **-1d6 from the caster if moved in same turn as casting:** If the caster moved on the same turn that he is attempting to cast a spell he subtracts 1d6 from his Rep dice. The movement could have occurred when the caster was Active or inactive.
- **Success:** Any result of a 1, 2, or 3 is considered a success.
- **Failure:** Any result of a 4 or 5 is considered a failure.
- **Magic resisted or failure:** If a 6 is rolled it is normally considered a failure. However, if the figure rolling the dice has Magic Resistance then he is allowed to treat the 6 as if a Shield Dice used in melee. He is allowed to remove one of the successes from the caster's successes.
- **Caster suffers backlash:** Something has gone horribly wrong and the caster is at risk. Roll on the Backlash Table.

BACKLASH

Magic is a very imprecise science. In fact, it isn't science at all. And sometimes the caster may make an error in his incantations. If he's lucky the spell doesn't work. If he's unlucky he suffers backlash. Backlash is the result of magical energy backfiring on the caster, sometimes with fatal results.

If a caster scores zero successes when casting a spell he suffers backlash and must determine the damage he takes. Roll d6 equal to original Rep and consult the Backlash Table.

BACKLASH TABLE

Each die roll of 1, 2, or 3 = Success

Each die roll of 4, 5, or 6 = Failure

Number of Successes	Result
Caster scores 2+ successes	Caster is Dazzled*
Caster scores 1 success	Caster is Out of the Fight
Caster scores 0 successes	Caster is Obviously Dead

WARRIOR HEROES: ARMIES AND ADVENTURES

**The caster immediately halts in place and cannot react. If attacked he uses only 1d6 to defend if shot at or in the first round of melee. He may not attempt to cast any spells until he recovers. Dazzled targets do not require the enemy to take a Test of Wills or Charge Test to contact them.*

RECOVERING FROM BEING DAZZLED

Regardless of how the figure became Dazzled, it must test to recover from the effects when it is next Active. Roll 2d6 versus *original* Rep and consult the Dazzle Recovery Table.

DAZZLE RECOVERY

*Taken when the checker is Active
6 is always a Failure.*

+1d6 if the figure has a Hardiness of 3 or greater.

2d6 vs. Original Rep	Result
Pass 2d6	Target recovers! Carry on.
Pass 1d6	Try again! Immediately reroll, counting pass 1d6 as pass 0d6.
Pass 0d6	Befuddled! Figure does not recover and is still dazzled.

MAGICAL INTERVENTION

As previously mentioned, using magic is not a precise science. When a caster is attempting to cast a spell there is a natural chance that something can go awry and the spell can fail. Now try to do this while another caster is firing off a spell at you trying to cause you to make a mistake. This is called Magical Intervention.

Magic is not something that is easy to hide from other casters. When a caster declares that he will attempt a spell, any caster on the tabletop with or without a clear line of sight may declare that he wishes to intervene. Any caster who attempts to intervene must count this as if he were attempting a spell.

HOW TO MAGICALLY INTERVENE

- The caster, whether Active or not, declares he will attempt to cast a spell and what spell it is. *Example: Fish the Rep 4 caster declares he will attempt a Scrye spell.*
- Any enemy caster on the tabletop can then declare that he will intervene. *Example: Basel the Rep 8 caster cannot see Fish but can sense that he is attempting a spell. He declares he will attempt to intervene.*
- Determine the caster's Rep. This is the number of d6 that he rolls. These dice are

used for comparison to the intervening caster and the original spell that the caster is trying to cast. *Example: Fish is a Rep 4 caster, so rolls 4d6.*

- Next determine the opposing caster's Rep. This is the number of d6 that he rolls in opposition. *Example: Basel is a Rep 8 caster, so rolls 8d6.*
- Count the number of successes each caster scores and compare them to each other. *Example: Fish rolls 1, 2, 3, and 6 for three successes. Basel rolls 1, 1, 2, 2, 3, 3, 3, and 6 for seven successes!*
- Consult the Test of Magic Table for the result and immediately carry it out. *Example: Basel, with seven successes, scores three or more successes more than Fish. Basel causes the spell to fail and forces Fish to suffer backlash! In addition, Fish subtracts 1d6 from subsequent casting attempts due to the spell failure.*



Artwork by Andrea Sfiligoi

WARRIOR HEROES: ARMIES AND ADVENTURES

TEST OF MAGIC

*Taken by a caster when he wants to intervene when another caster is trying to cast a spell
Rep d6 of reacting caster versus Active caster*

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Number of Successes	Result	
Same number	Both casters temporarily lose 1d6 from Rep and immediately reroll this test.	
	Active Caster Passes More	Reacting Caster Passes More
1 more than opponent	Spell is successful and reacting caster is unaffected.	Spell fails and Active caster is unaffected.
2 more than opponent	Spell is successful and reacting caster suffers spell failure.	Spell fails and Active caster suffers spell failure.
3 or more than opponent	Spell is successful and reacting caster suffers spell failure and Backlash.	Spell fails and Active caster suffers spell failure and Backlash.

CHANNELING MAGIC

If desired, two or more casters on the same side may cooperate and “channel” their magical powers. To do this all the casters involved must be in base-to-base contact. The player then declares his desire to channel magic and each caster rolls his d6 normally, modified only by those circumstances that affect him. This allows the player to add all the d6 that are being channeled for purposes of casting the spell.

Example: Fish, a Rep 4 caster, and Basel, a Rep 8 caster, want to attempt a Rep 9 Summon Major Demon spell. Between the two of them they roll 12d6 against the 9d6 of the spell.

MAGIC SPELLS

SPELLS THAT BRING ALLIES TO THE FIGHT

When summoned, these creatures appear adjacent to the caster. They fight for him and remain until destroyed or magically dispelled.

© 2008 BOB MINADEO & ED TEIXEIRA – TWO HOUR WARGAMES

REP 3

- **Familiar:** Summons a familiar.

REP 4

- **Conjure Warrior 4:** Creates a Rep 4 Warrior armed with a hand weapon, AC 1, and medium shield.
- **Death Rattle:** Roll once on the Undead army list for figures.
- **Legions of the Night:** Raises one Winged Man from the Black Moon Incarnate list.

REP 5

- **Conjure Great Cat:** Creates a Great Cat from the Creatures list.
- **Conjure Warrior 5:** Creates a Rep 5 Warrior armed with a 2HW and AC 2.

REP 6

- **Summon the Pack:** Summons three wolves. They arrive on a random table edge next Activation.

REP 7

- **Conjure Hero:** Creates a Hero with Rep 6, Hardiness 1, and choice of armor and weapons.
- **Summons Petty Demon:** Summons a Petty demon to the table as per the Black Moon Incarnate list. Immediately take a Battle of Wills Test.

REP 8

- **Summons Minor Demon:** Summons a Minor demon to the table as per the Black Moon Incarnate list. Immediately take a Battle of Wills Test.

REP 9

- **Summons Major Demon:** Summons a Major demon to the table as per the Black Moon Incarnate list. Immediately take a Battle of Wills Test.

WARRIOR HEROES: ARMIES AND ADVENTURES

BATTLE OF WILLS

*Taken when a demon is summoned.
Caster Rep vs. demon Rep
May be modified by magical item*

Pass 1,2 or 3 = Success
Pass 4,5, or 6 = Failure

Number of Successes	Result	
Same number as opponent	Demon disappears.	
	Caster Scores More Successes	Demon Scores More Successes
1 more than opponent	Demon obeys until the Activation dice come up 7, at which time he leaves.	Caster cannot cast any more magic, as the demon is barely under his control. Demon forces a Battle of Wills test whenever Activation dice come up 7.
2 more than opponent	Demon forces a Battle of Wills test whenever Activation dice come up 7.	Caster suffers Backlash and the demon is out of control. The demon randomly attacks the closest figure to it each turn until the Activation dice come up 7, at which time it leaves the tabletop.
3 or more than opponent	Demon obeys for the whole Encounter, is banished, or is trapped in a vessel.	Caster is taken away by the demon, never to return.

Example: Somehow Fish the Rep 4 caster has successfully summoned a Rep 5 petty demon. Demons do not like to be summoned away from whatever demons do, so Fish is forced to make a Battle of Wills Test. Fish rolls 4d6 and scores three successes. The demon rolls 5d6 and scores two successes. As Fish has scored one more success than the demon, he can control the demon and

move it as desired. He cannot cast any more magic, however, and when the Activation dice come up 7 he will be forced to make another Battle of Wills test.



Artwork by Andrea Sfiligoi

INDIRECT EFFECT SPELLS

These spells create effects that indirectly affect others. The caster designates a 1" spot as the target spot for the center of the spell. The area affected by the spell is a circle with a radius equal to the caster's Rep. *Example: Fish the Rep 4 caster decides to cast a Fog of War spell. He targets a spot 10" from himself and rolls 4d6, scoring three successes. The spell rolls 5d6 and scores two successes. As Fish has scored more successes, the spell is successful and all figures in the 4" radius circle will suffer its effects.*

REP 3

- **Shield Wall:** Protects the target from all non-magical missile fire, including artillery, counting them as misses.

REP 4

- **Steel Wind:** Causes the target to roll on the Missile Hit Table as if armor protected.

REP 5

- **Dust Storm:** Reduces the visibility of the target to 2" and reduces movement to 2" per turn. Immediately grounds any flying

WARRIOR HEROES: ARMIES AND ADVENTURES

targets. No shooting into or out of the storm.

- **Fog of War:** Reduces the visibility of the target to 2" and reduces movement by half. Targets in the fog count as dazzled the first round of melee.
- **Trembling Hand:** Target is immediately separated 5" from all figures within the group he is currently with.

REP 6

- **Ice Storm:** Blizzard stops any missile fire at or from the target, puts any fires out, and disables any firearms weapons. Users must spend full Activation to repair. Movement reduced by 1d6 inches during storm.
- **Shield of Magic:** Protects the target from all magic cast.
- **Storm:** Torrential downpour stops target from any attempt to fire, puts any fires out, and disables any firearms weapons. Users must spend full Activation to repair. Reduces movement by half.

REP 7

- **Blast:** Causes target to roll on the Missile Hit Table as if armor pierced.
- **Escape:** Creates flying thing that caster and one other figure may ride. It moves 36" per Activation starting on the following Activation after being cast.

REP 9

- **Icy Finger of Death:** May only be cast on targets with Hardiness 1 or more. Causes target to roll a Hardiness Test as if having taken an Obviously Dead hit.
- **Teleport:** Caster immediately is whisked away from the field and back to his home.

REP 10

- **Abyss:** Target is swallowed up by earth and completely destroyed. Leaders, Heroes, and personalities are allowed a Hardiness Test.
- **Gate:** Opens a gate to the nether plane and whisks any one demon off the battlefield.

SPELLS THAT DIRECTLY AFFECT A FIGURE

These spells directly target other figures. When using these spells, the Rep of the highest-rated figure in the target group is used as the spell's Rep.

Example: Basel wishes to fire off a Dazzle spell at the group of orcs. They consist of two Rep 4 Orcs and one Rep 5 Black Moon Orc. He must use the highest Rep in the group as the spell Rep. In this case 5d6 are rolled for the spell.

- **Air of Strength:** Target of spell gains +1 Rep.
- **Dazzle:** Creates an Illusion that makes the target of spell dazzled. Dazzled targets immediately halt in place and cannot react or cast spells. If attacked they use only 1d6 to defend if shot at or in the first round of melee. Dazzled targets do not require the enemy to take a Test of Wills or Charge Test to contact them.
- **Death Rage:** Target acts as a fanatic.
- **Entrap Demon:** The caster immediately makes a Battle of Wills with the demon. Spell continues until either the demon is entrapped or the caster is beaten by the demon. If the caster scores three or more successes more than the demon it is transferred to a lamp or other similar vessel and magically sealed. The demon remains trapped until released from outside.
- **Paralyze in Place:** Causes one target to become immobilized and miss the next round of activation.
- **Reveal:** Causes any caster who is hidden or in disguise to be revealed. Limited by line of sight from caster.
- **Stench of Weakness:** Target of spell loses -1 Rep.
- **Suggestion:** Makes target susceptible to any suggestion that is not harmful to the target or any other character.
- **Banish Demon:** The caster immediately makes a Battle of Wills with the demon. Battle continues until. [**until what?]

UNIQUE SPELLS

These spells are of particular nature and specific functions. Each spell is explained in greater detail.

REP 5

- **Scrye:** Allows caster to "scout" terrain at a distance modified by distance from the caster. Caster need not have line of sight to "see" the spot chosen, but not having LOS increases the spell Rep by 1d6.

WARRIOR HEROES: ARMIES AND ADVENTURES

- Up to 12" from caster: Rep 5. Up to 36" from caster: Rep 7. Anywhere in Talomir: Rep 9.

REP 6

- **Resist Magic:** Allows target to count as if Magic Resistant.

REP 9

- **Curse:** Curses can take many forms and are limited only by the imaginations of the players. An example of a curse could be the reduction of a character's Reputation by 1. Curses remain in effect until removed by a spell or magical item.
- **Shapeshift:** Allows the caster to alter his shape into that of a creature from the Creature list. When shifted the caster may not cast spells but takes on the Rep and abilities of the shape. To determine the difficulty of the spell use the Rep of the spell or of the creature chosen, whichever is higher. Lasts until the caster decides to return to his natural state or suffers an OOF or OD result, or spell is dispelled by a Spellbreak.
- **Shrink:** Allows the caster or one target to shrink down to 6" in height with appropriate strength or lack thereof. Used only upon a willing recipient. The spell remains until it is dispelled.
- **Statue to Life:** Animates one stone statue up to twice man-sized, counting as a hill giant from the Mountain Giants list. The spell lasts as long as the caster does nothing else and keeps the statue within 24" and in line of sight. If the caster is attacked, the spell is broken and the statue returns to its original form.

REP 10

- **Slow Down Time:** Causes the enemy side to lose its next Activation.
- **Speed Up Time:** Allows one side to receive a free Activation immediately following its normal Activation.

REP "X"

- **Enchant Item:** Allows the caster to create an item that functions as a spell. Rep required is 1d6 more than the spell it is trying to recreate plus 1d6 more per charge of the item.

- **Remove Curse:** If successful removes a curse. Spell Rep is 1d6 more than the spell it is trying to break.
- **Spellbreak:** Dispels any spell except Curse. Spell Rep is 1d6 more than the spell it is trying to break.

RECOVERING MAGIC REP

During battles or encounters your caster may lose some of his Rep due to spell failure. To recover these d6 the caster must *roll* each lost die after the encounter. On a score of 1-4 that die is recovered and available for the next encounter. On a 5 or 6 it is not, may be tested for again after this Encounter. This does not prevent casters from engaging in melee or ranged combat.

When the Adventure is completed, Caster's will recover all of their dice in time for the start of their next adventure.

Example – Fish the Rep 4 Caster had 2 failed spells in his last encounter. He is now effectively a Rep 2 but only for casting magic. Fish wishes to rest but the party has been attacked by Orcs! Before the Encounter is played, Fish rolls 2 dice, scoring a 5 and 6. If he attempts to cast a spell this Encounter it will be at 2d6 instead of his recovered 4d6. After the encounter Fish may dice again for these two spell dice and any spell dice he may have lost in this second Encounter.

MAGIC ITEMS

Magic items are divided into two types: multi-use and single-use items.

Multi-use magic items have a Charge Rating (CR) similar to the Rep of a figure. The CR of an item will range from 1 to 5. Each time the item is used roll on the Magic Item Potency Table to see if it has had its potency diminished.

MAGIC ITEM POTENCY TABLE

2d6 vs. Item CR	Result
Pass 2d6	Item not affected. May be used again at current CR.
Pass 1d6	Item drained. Permanently reduce CR of the item by one. Item may be used again.
Pass 0d6	Item totally depleted. If item has a mundane use (e.g., a magic sword), it may still be used for that. If item has no mundane use (e.g., a healing potion), it is now of no use whatsoever.

WARRIOR HEROES: ARMIES AND ADVENTURES

Single-use items work only once and then are useless. An example is a Healing Potion (4). This means the Healing Potion is used like a Rep 4 healer but only once. Other examples are an Arrow of Storm Bringing or Scroll of Blasting.

RECRUITING CASTERS

Finding a caster to add to your group isn't that hard. Finding a good one is a different story.

You may attract casters only if you are in a friendly town or city. If you're from Altengard, you're not going to find a caster in the lands inhabited by goblins.

To see if a caster is in the area roll 1d6 and add the score to the ER of the area you are in. If the total is 7+ you have attracted a caster.

After you have attracted the caster you must see if he will join your group. Roll 2d6 versus your modified Rep on the Caster for Hire Table.

CASTER FOR HIRE TABLE <i>+1 to Rep if on the border</i> <i>-1 to Rep if in the heart of the country</i>
--

2d6 vs. Rep	Result
Pass 2d6	Caster agrees to accompany you.
Pass 1d6	Caster drives a hard bargain. If you agree he accompanies you, but you forfeit your next Rep advancement roll. If you disagree the caster refuses to accompany you.
Pass 0d6	A deal cannot be made and the caster refuses to accompany you.

Hey, wait a minute! How good is this guy? You won't know the caster's Rep until he acts in an encounter for the first time. When this occurs the player rolls 2d6 and adds them together. This is the caster's Rep, but it may not exceed the player's Rep.

RECRUITING CASTERS FOR BIG BATTLES

When playing a big battle the players agree on how many casters they wish to employ. Each Caster has a Rep of one half a d6 plus 2, an armor class of 1d6, and a hardness of one half d6.

CASTER CV

Although the stats for Casters are variable, each NPC Caster counts as CV 3. Once the Caster's real value has been discovered, use the formula under

the definition of CV above to determine the caster's actual CV. This will mainly be used when figuring out the strength of enemy forces.

MAGIC AVAILABILITY

At times players may come across something that may be more than it appears. For example, they could find a magical weapon, potion, or item. Sometimes they will find it as part of a treasure or portion of loot taken from a place. More often the item will come from a disabled character. Some items will have previously been seen as being magical because of the now disabled character having used it. If not, roll on the table below to determine if the character could have any pieces of magic.

MAGIC AVAILABILITY TABLE <i>+1d6 if the disabled character is a caster.</i> <i>A score of 6 always counts as a failure.</i>
--

2d6 vs. Disabled Character's Rep	Result
Pass 2d6	Rep 8 or higher could have 3 pieces of magic Rep 7 could have 2 pieces of magic Rep 6 could have 1 piece of magic Rep 5 or less has 0 pieces
Pass 1d6	Rep 8 or higher could have 2 pieces of magic Rep 7 could have 1 piece of magic Rep 6 or less has 0 pieces
Pass 0d6	Rep 8 or higher could have 1 piece of magic Rep 7 or less has 0 pieces

After determining the number of pieces roll 1d6 on the table below to determine what they are.

WHAT IS IT?

1d6	Result
1-3	Weapon. Roll 1d6 on the Magic Weapons Table.
4-5	Potion. Do NOT roll on the Potion table. Go to "Is It Magic And How Do I Find Out?" section.
6	Item. Roll 2d6 on the Magic Items Table.

WARRIOR HEROES: ARMIES AND ADVENTURES

Now that you know what you have you need to see if it really is magical!

IS IT MAGICAL AND HOW DO I FIND OUT?

There are three ways to determine if an item is magical:

- **I've seen it used before:** The character has seen this particular piece used in the past. This is inexpensive and the safest way. *Example: Abdul saw the previous owner use the Magic Hand-held Weapon.*
- **Let me ask someone:** The character must take the piece to a caster. He will want something in exchange. This will be either the loss of your next Social Advancement roll (1–3) or that you accompany him on his next encounter (4–6) as a mercenary helping him in a Raid – Raiders. This is the most expensive way.
- **Why don't I just try it?:** The character decides to see for himself what the item is. This is done in different ways and can potentially be the most dangerous way to do it. But it is the cheapest way!

TRYING A WEAPON

When the character first gains the weapon note on his sheet that the weapon could be magical. He has already rolled on the table to determine what it is but not if it is magical. When he uses it for the first time he will know if it is or isn't.

To find out the character must use it in combat—actual live combat when he is at risk. Not chopping a watermelon or sparring with a friend. When he uses it for the first time roll 1d6. On 1–3 it is indeed magical, as the description said. A roll of 4–5 means it is not; 6 means roll again. A second result of 6 means the item is cursed. Any cursed item that was supposed to increase potency by +1 is in reality decreasing potency by –1!

TASTING A POTION

The easiest way to determine what the potion will do, if anything, is to taste it. Roll 1d6 and check the results.

On 1–3 it isn't magical but doesn't taste bad. On 4–6 the potion is magical and works as the description says. Roll 2d6 and check the result on the Magic Potion Table.

MAGIC POTION TABLE

2d6	Potion	Description
2–8	Healing	Strength 4 potion.
9	Remove Fear	Allows user to ignore the effects of Terror for one encounter.
10	Fortitude	Allows user to increase Rep by 1 for one encounter.
11	Fanatical Desire	Allows user to become fanatical for one encounter.
12	"Something has gone horribly wrong..."	Roll 2d6 versus the Rep of character tasting potion on the table of the same name.

SOMETHING HAS GONE HORRIBLY WRONG!

2d6 vs. Rep	Result
Pass 2d6	Character realizes the danger and instinctively hurls potion to the ground, destroying it.
Pass 1d6	Potion has dangerous side effects and the character loses 1 Rep immediately. May recover only via Remove Curse spell. Character may still raise Rep normally but cannot exceed Rep 5.
Pass 0d6	Nasty stuff this is. Roll 2d6 on "I'm Not Feeling So Good" Table versus Rep.

I'M NOT FEELING SO GOOD...

2d6 vs. Rep	Result
Pass 2d6	Fall to ground disabled for 1 month and lose 1 Rep.
Pass 1d6	Fall to ground disabled for 3 months and lose 2 Rep.
Pass 0d6	The character is dead as in dead dead.

POISONS AND DISEASE

Poisons from some creatures and the disease from a mummy's wound can literally cause the death of a character. Unlike a concentrated potion, these

WARRIOR HEROES: ARMIES AND ADVENTURES

poisons and disease take time to work. The effects will not be felt until after the encounter is over.

An exposed character must roll 2d6 versus his Rep the following month and each subsequent month until he either recovers or dies.

SHAKY AND FEVERISH

2d6 vs. Rep	Result
Pass 2d6	Character is disabled for 1 month but recovers.
Pass 1d6	Character is disabled for 1 month, loses 1 Rep, and must roll again next month.
Pass 0d6	The character is dead as in dead dead.

ANTIDOTES AND MEDICAL HELP

You've been poisoned. Antidotes exist, and medical attention will help. If you can get to a healer or perhaps a caster (1–3), or at least back to a city, add +1 to your Rep when taking the “Shaky and Feverish” roll.

OTHER POSSIBLY MAGICAL ITEMS

Roll 2d6 versus the character's Rep and consult the How Does It Work Table to determine if you can use the item. This is done only once and the result is permanent.

“HOW DOES THIS WORK?” TABLE

If double 6's (box cars) are rolled go to “What's Wrong With This Thing?” Table

2d6 vs. Rep	Result
Pass 2d6	The character has mastered the item and can use it whenever he wants to, unless he must be either a caster or healer and is not.
Pass 1d6	Reroll immediately, counting a result of pass 1d6 as pass 0d6.
Pass 0d6	May as well use it as a doorstop; the character hasn't a clue on how to use it. Better off selling it.

On a roll of double 6's on the How Does This Work table something has gone wrong.

WHAT'S WRONG WITH THIS THING?

2d6 vs. Rep	Result
Pass 2d6	Character realizes the danger and instinctively hurls the item away. It explodes in midair but does no damage.
Pass 1d6	The item infects the character with a disease. See the section on Poison and Disease.
Pass 0d6	Nasty stuff this is. The item is cursed. See the list of Curses under Cursed Magic Items.

MAGIC WEAPONS

These are a variety of weapons that when used enhance the abilities of the user.

MAGIC WEAPONS TABLE

1d6	Magic Item	Description
1–2	Hand-held Weapon	Weapon adds +1d6 when used in melee. Player decides whether it is an axe, sword, etc. to accommodate the figure being used.
3	Hand-held Weapon	Weapon adds +1 to Impact when used in melee. Player decides whether it is an axe, sword, etc. to accommodate the figure being used.
4	Two-handed Weapon	Weapon adds +1d6 when used in melee. Player decides whether it is an axe, sword, etc. to accommodate the figure being used.
5	Missile Weapon	Weapon adds +1d6 when used in range combat. Player decides whether it is a bow, longbow, etc. (but not an arquebus) to accommodate the figure being used.
6	Armor	Either a suit of partial leather (1–3), chain w/padded leather (4–5), or chain w/some plate or scale (6). The armor adds +1 to AC while retaining the appearance and traits of the original type.

MAGIC ITEMS

These are a variety of magical items with an array of powers.

WARRIOR HEROES: ARMIES AND ADVENTURES

MAGIC ITEMS TABLE

2d6	Magic Item	Description
2	Flying Carpet	An enchanted carpet that appears to be normal. When it is laid out the user merely has to step on the carpet and make a verbal command for it to rise. After that the carpet flies where the user desires. It is able to carry up to two man-sized people.
3	Shapeshift Figurine	This very plain-looking stone figurine allows the person using it to alter his shape into a large Cat on the Creatures army list. The figurine works once per encounter. When shifted the person using it may not cast spells but takes on the Rep and abilities of the shape. If an OOF result is scored, the user reverts to his normal shape. CR 4.
4	Ring of Casting	Bestows the wearer with casting ability at Rep 3.
5	Scroll of Enhancement	Allows the caster to add 3d6 to his Rep in any attempt to cast a spell. CR 3.
6	Staff of Healing	Allows the user, if he already has healing skills, to add +1 Rep when healing.
7	Ring of Protection	Functions as AC 4.
8	Ring of Shielding	Increases the AC of any armor worn by 1.
9	Wand of Missiles	Allows the caster to add +3 to his Rep each time he attempts to cast the Steel Wind spell. CR 3.
10	Ring of Dazzle	Allows the caster to add +3d6 to his Rep when attempting to cast a Dazzle spell. CR 5.
11	Boots of Speed	Allows the wearer to double his move but only for one turn of Activation per encounter.
12	Crystal Ball	Allows the user to see anywhere in Talomir. Can be used to locate

		someone or something automatically, but only a magic user may use it.
--	--	---

Rolling on the tables provides only a hint of what the piece may be, not necessarily if it is magic. In order to determine if it truly is magic the character must find out. How to do this is explained in the following section.

CURSED MAGIC ITEMS

These are some basic curses, and players are encouraged to devise their own. If you come up with some good ones, drop me a line and let me know!

- **Flying Carpet:** Carpet envelops the character and whisks him away to the dungeon of a Rep 8 caster. Play an Escape encounter.
- **Shapeshift Figurine:** A large Cat is entrapped in the figurine and immediately appears, attacking the character.
- **Ring of Casting:** The user immediately suffers backlash.
- **Scroll of Enhancement:** The user immediately suffers backlash.
- **Staff of Healing:** The staff explodes, disappears, and causes the user to take an OOF wound.
- **Ring of Protection:** Acts as AC 4. [**why is this a curse?]
- **Ring of Shielding:** Increases the AC of any armor worn by 1. [**why is this a curse?]
- **Wand of Missiles:** The wand explodes, disappears, and causes the user to take an OOF wound.
- **Ring of Dazzle:** Allows the caster to add +3d6 to his Rep when attempting to cast a Dazzle spell. CR 5. [**why is this a curse?]
- **Boots of Speed:** The boots give the character a disease similar to that from a mummy.
- **Crystal Ball:** The character's soul is trapped in the ball and imprisoned. The character's Rep is reduced by 1 point and he may not take any Social Advancement rolls until the curse is lifted. If the character does not have a caster in his group he

WARRIOR HEROES: ARMIES AND ADVENTURES

must seek out a caster and go on a quest to have the curse removed.

ALCHEMISTS AND HEALERS

Alchemists are best known for their constant quest to transform common metals into gold. But alchemy is more than that, and some regard it as the roots of modern chemistry and even science.

In **Warrior Heroes**, alchemists and their brothers, the healers, play a large role. By their techniques and potions they can comfort and heal the wounded. These characters deal in potions, which need to be prepared before use. Manufacture and use of potions can have pitfalls and dangers, but the key thing is the alchemist has no magic powers, only the effects of the potions he carries. These can be more powerful than magic.

HEALING POTIONS

Healers can make healing potions prior to an adventure. These can be used in place of or in conjunction with the techniques of the healer to heal the wounded. Roll 2d6 versus the healer's Rep on the Making Potions Table.

MAKING POTIONS MODIFIERS

Situation	Modifier
In a city	+2d6
In the wild	+1d6
In a dungeon	-1d6

MAKING POTIONS

6 is always a failure

2d6 vs. Rep	Result
Pass 2d6	Healer finds ingredients to make two potions at strength equal to healer's Rep.
Pass 1d6	Healer finds ingredients to make either one potion at strength equal to healer's Rep or two with a total strength equal to the healer's Rep.
Pass 0d6	Healer cannot find ingredients to make any potions.

HEALING

Whenever a healer or a character with a healing portion comes into contact with an Out of Fight character he can test to see if the OOF character

can recover. This can be done at any time during the encounter or after it has ended.

To do this, move the testing character into contact with the OOF character. At the end of the next Activation roll 2d6 versus the Rep of the OOF character and consult the Recovery Table. The testing figure must not have reacted or acted from the time he reached the OOF figure through the next Activation when the Recovery Test is taken. Recovered characters must wait until the next Activation to move but can react normally if called upon to do so.

If a healer is checking the character then roll 1d6 of a different color versus the healer's Rep when testing. If the "healing die score" is passed the OOF character can count an additional pass 1d6 for his recovery test. If the score exceeds the healer's Rep then he may not.

Healing potions and scrolls may be used in place of the healer if desired and available.

You may also choose to use both, but this is done in separate tests. *Example: Harry the healer (Rep 4) tries to help Leolas (Rep 3) recover from being OOF. Leolas rolls 4 and 6 and passes 0d6. Harry rolls 3, passing 1d6. Leolas has passed a combined 1d6 and is now at Rep 2. Harry tries to administer a Healing Potion and Leolas re-rolls 2d6 on the Recovery Table, using his original Rep. He scores 3 and 5, passing 1d6. The potion rolls 1d6 versus its potency of 3 and scores a 2, passing 1d6. Leolas has passed a combined 2d6, so is restored to his original Rep of 3. Note that if Leolas had scored a combined pass 1d6 he would have remained at Rep 2, while a combined score of pass 0d6 would have resulted in his death.*

BIG BATTLE MAGIC

When fighting a Big Battle (see the Encounter section – Pitched Battles) it is recommended that you substitute these magic mechanics when called for.

All magic is now channeled and all casters must be grouped together on the table.

Targets are a variable number of adjacent figures.

The caster(s) may choose to use Attack, Summon, or Defend magic, as individual spells are not used.

The caster(s) declares intent and target.

Magic intervention, if any, is attempted normally.

WARRIOR HEROES: ARMIES AND ADVENTURES

Caster rolls d6 Rep versus the d6 Rep of the target unit and reads the result on the appropriate table.

Spellbreak may still be used normally.

ATTACK MAGIC

-1d6 if move and cast in same turn.
Each die roll of 1, 2, or 3 = Success
Each die roll of 4 or 5 = Failure
Each die roll of 6 = Shield Dice or Failure

Caster's # of Successes	Result
Three times as many successes	Devastation! Reroll each passing die and roll an additional die for each level of caster's Rep. Each 1-3 = one figure OOF, 4-6 = one figure routs.
Twice as many successes	Heavy casualties! Reroll each passing die and roll an additional die for each level of caster's Rep. Each 1-3 = one figure OOF, 4-6 = one figure takes Crisis Test.
3d6 more successes	Flee, you fools! One target figure for each passing die plus one figure for each level of caster's Rep retire from field in Terror unless effect dispelled before leaving table.
2d6 more successes	Blinding light! One target figure for each passing die plus one figure for each level of caster's Rep are Dazzled.
1d6 more successes	Fear me! One target figure for each passing die plus one figure for each level of caster's Rep count as causing Dread until dispelled.
Same or fewer successes	Spell fails and caster loses 1d6 from Rep for casting future spells.
Zero successes	Spell fails and caster suffers backlash.

DEFEND MAGIC

-1d6 if move and cast in same turn.
 Each die roll of 1, 2, or 3 = Success
Each die roll of 4 or 5 = Failure
Each die roll of 6 = Shield Dice or Failure
Effects last until Caster's next activation

Caster's # of Successes	Result
Three times as many successes	Magical Shield! One target figure for each passing die plus one figure for each level of caster's Rep are impervious to all attacks, including magical ones.
Twice as many successes	Mundane Shield! One target figure for each passing die plus one figure for each level of caster's Rep are impervious to all non-magical attacks, both melee and missile.
3d6 more successes	Magical Inspiration! One target figure for each passing die plus one figure for each level of caster's Rep gain +1 Rep.
2d6 more successes	Skin of Steel! One target figure for each passing die plus one figure for each level of caster's Rep count as in cover versus missile fire and armor protected when in melee.
1d6 more successes	Magic Haze (all in my brain)! One target figure for each passing die plus one figure for each level of caster's Rep count as in cover versus missile fire.
Same or fewer successes	Spell fails and caster loses 1d6 from Rep for casting future spells.
Zero successes	Spell fails and caster suffers backlash.



Artwork by Andrea Sfiligoi

SUMMONING MAGIC

-1d6 if move and cast in same turn.
 Each die roll of 1, 2, or 3 = Success
 Each die roll of 4 or 5 = Failure
 Each die roll of 6 = Shield Dice or Failure

Caster's # of Successes	Result
Three times as many successes	Summon the Darkness! Caster summons 3 CV from the Black Moon Incarnate list, caster's own list, or local list to join his forces. Demons trigger a Test of Wills as usual.
Twice as many successes	Call of the Wild! Caster summons 1 bear, 3 Wolves, or 2 CV from caster's own list or local list to join his forces.
3d6 more successes	Stalking Beast! Caster summons Great Cat or 1 roll from caster's own list or local list to join his forces.
2d6 more successes	Death Rattle! Caster summons Winged Man or 1 roll from Undead list to join his forces.
1d6 more successes	Summon Familiar! Caster summons familiar that allows him to see through the familiar's eyes. Ground-bound familiars are Rep 3, AC 0, and move 12" per turn. Flying familiars move 36". Any familiar in combat that wins a melee counts as "escaping harm" and inflicts no damage. Familiars are often cats, birds, or other creatures. Caster is limited to having only one at a time. Should caster already have a familiar in play, a new familiar may be substituted, or count this result as no effect.
Same or fewer successes	Spell fails and caster loses 1d6 from Rep for casting future spells.
Zero successes	Spell fails and caster suffers backlash.

THE ONGOING STORY

Warrior Heroes: Armies and Adventures is best played with all the battles and encounters linked together to tell one story. To do this we use a variety of procedures but let's start with the Strategic Turn.

STRATEGIC TURN

The Strategic Turn does the following:

Keeps track of what time it is in the game.

Tracks where the group is on the map.

Determines if there is an encounter or battle.

TIME PASSAGE

For simplicity's sake time is measured in months and years. The Month of the Angry Quail may sound cool, but January is easier to remember. The strategic year is 986.

- Winter is December, January, and February. Spring is March, April, and May. Summer is June, July, and August. Fall is September, October, and November.

ARMIES AND ADVENTURES

The Armies and Adventures system breathes life into your games. It generates the who, what, and why for you. You can choose not to use this system and instead fight one-off battles, but if you want more realism, then use it!

ENCOUNTERS, BATTLES, AND CAMPAIGNS

Before we get started let's clear up some terminology.

- **Adventures** are what you go on when you're not in the military.
- **Campaigns** are what you go on when you are in the military and "go to war."
- **Encounters** are what you have when you run into enemies during an adventure.

WARRIOR HEROES: ARMIES AND ADVENTURES

- **Battles** are what you have when you are in a fight during a campaign.

For simplicity we will use adventure and encounter.

SOLO AND SAME-SIDE GAMING

Encounters are set up for solo or same-side play. In any encounter that you wish to play head to head, ignore any encounter-specific references to enemy numbers etc. and instead let the players agree upon their forces and actions.

WHERE IN THE COUNTRY ARE WE?

If you look at the map in the book you will see that each "country" is defined by a dotted line around its territory. As you can see, it is not a detailed map. So how do you know where the heck you are?

Decide where you want to start your game. Pick a country that reflects your choice. If you look through the army lists and decide you want to use the Altengard list then you start in Altengard.

You now choose to be either on the border, inside the country, or in the heart of the country. Where you start affects your encounters.

You may choose to remain where you are or move from one area to another each Strategic Turn. You can move from in the heart of the country to inside the country, then next turn from inside the country to on the border, and finally from on the border of one country to on the border of the adjacent one.

Example: Duncan starts his adventure in the heart of Altengard in March. He decides to move inside the country. In April he moves to the border of Altengard. He remains there in May. In June he moves to the border of Ekra.

ENCOUNTER RATINGS

Each country has an Encounter Rating or ER. This number determines how often you have an encounter. The higher the ER of the country, the more encounters you will have.

- **ER 1:** Used when you are on the border. There is a low chance of an encounter occurring. Backwater areas with little in the way of inhabitants. If you do find settlements they are usually farms and villages, with an occasional dungeon.
- **ER 3:** Used when you are inside the country. There is a good chance of an encounter occurring. More inhabited areas where contact is on a daily basis. You will find towns and cities.

- **ER 5:** There is a high chance of an encounter occurring. Densely populated settlements with cities abounding. The capital of the country will be found here.

MODIFYING THE ER OF A COUNTRY

The basic ER of a country is modified by the following circumstances. [**what circumstances?] Some are permanent modifiers, while some are circumstantial.

Permanent modifiers are reflected on the army lists directly under the name of the list. The three numbers reflect the actual ER of the country, going from in the heart of the country down to on the border.

CHANCE OF AN ENCOUNTER

Once a month there is a chance that your group will have an encounter. After your group has made its Strategic move roll 2d6 versus the ER of the country that you finished your movement in. Compare the results on the Encounter Table to determine if an encounter is possible.

ENCOUNTER MODIFIERS

Situation	ER Modifier
Winter	-2
Spring	+1

2 ENCOUNTER TABLE

(Taken versus the ER of the country)

A modified score of zero mean no chance of an Encounter

PASS 2D6

- There is an Encounter. Go to the Encounter section to determine the specifics.

PASS 1D6

- Possible Encounter. Immediately re-roll counting a result of pass 1d6 as if pass 0d6

PASS 0D6

- No Encounter.

WARRIOR HEROES: ARMIES AND ADVENTURES

ENCOUNTERS AND BATTLES

If you're going to have an encounter or battle you need to determine what type it is. We'll cover encounters in another section. First let's discuss battles.

If you are playing a military unit you must determine what kind of battle you will fight. Roll 2d6 versus the ER of the area and compare the results on the Set Piece Battle Table.

2 SET PIECE BATTLE TABLE *(Taken versus the ER of the area you're in)*

PASS 2D6

- The player may choose to fight a Pitched Battle, conduct a Raid, or go on Patrol.

PASS 1D6

- The unit is conducting a Raid and is the attacker.

PASS 0D6

- The unit is on Patrol

WHO'S THE ENEMY?

The enemy will always be from an adjacent country. Roll 1d6 for each adjacent country and adjust the roll by the following modifiers. High total is the enemy. Reroll ties.

WHO'S THE ENEMY MODIFIERS

Situation	Modifier
Tester is Full Sun and adjacent country is Full Moon or vice-versa	+2
Tester is different alignment but not above	+1

Once you have figured out the enemy you will need to decide if you are playing Big Battles with armies or the Adventures level with a small group of Adventurers. Let's start with Big Battles.

BIG BATTLE WARRIOR HEROES

Warrior Heroes: Armies and Adventures is mostly about small skirmishes and adventures where you control a small group of figures. It's a man-to-man combat system. What if you want to fight a large battle with fifty or more figures per side? What if you want to fight a pitched battle encounter?

WH handles this as well. Where the normal rules represent individuals in personal combat, the Big Battle rules cover ranks of men shoulder to shoulder locked in combat.

BIG BATTLE RULES

All the rules you have previously learned are used in pitched battles with the following exceptions:

The Big Battle QRS is used in place of the regular QRS. Many of the changes needed are included in the QRS.

- The Fighting Room rule is not used.
- The minimum Rep rule for weapons is not used.
- Anytime a Reaction Test is called for one set of d6 is rolled against the majority Rep of the testing body. (Crisis tests are still diced for by individual figure).
- All missile ranges are reduced by 2/3. For convenience the Mass Battle QRS lists these adjusted ranges. No need to do the math yourself.
- Bow and crossbow armed figures may fire even if they are not in the first rank of their body. In this case the total number of bow or crossbow armed figures firing from behind the first rank is halved (round down). Missile figures firing from the front rank still count as one per figure.
- Artillery range remains as in the skirmish rules.
- Non Magical users of Blast attack with a range of figurer's Rep x2". Caster use of

WARRIOR HEROES: ARMIES AND ADVENTURES

Blast is incorporated into the Battle Magic system.

- Each army may field up to 4 banners. A player may assign a banner to any figure in the army. That figure becomes a banner bearer and may operate as part of a body or independently as desired.
- Banners can be seen by any figure within 24" of its bearer. Any figure taking the Crisis Test will add 1 d6 to their test counting the best two if a friendly banner is in sight and as close, or closer to the enemy than the tester. If a banner bearer goes OOF/OD, retires, or routs all friendly figures that see it must take a Crisis test *without* the benefit of the additional d6 for that banner. Note that another eligible banner would allow the figures the additional 1d6. Also note that on passing 1d6 in a crisis test, units may retire on a banner to their rear rather than rout. Hint: it's a good idea to use one Banner as a rallying point behind your battle line.
- Big Battle Magic is used instead of normal magic procedures.

NEW RULES FOR BIG BATTLES

There are a few new rules that are used only when fighting a big battle. They are-

DEFINING UNITS

For ease of play one figure equals one unit.

In the mass battle game, whenever the word "unit" is used, it is assumed to mean "figure".

WHAT IS A BODY?

When active:

A body is any number of adjacent figures as chosen by the active player.

The controlling player may break up an active body into smaller bodies before moving if desired.

The membership of active bodies may freely be changed from turn to turn so long as every figure in a body is adjacent to at least one other figure in that body or is a single figure acting independently.

When inactive:

Any figure for which a reaction has been triggered.

Any figure adjacent to either flank of the above.

Any figures ranked up behind any of the above.

MAJORITY TYPE OF A BODY

An important concept in this game is how players determine the majority type of a body. This could be the majority Rep, or Weapon Type or whether the body can count shielded or not.

In order to count as a "Majority" the figure/Rep/weapon type the figure(s) in question must compose at least half of the total number of figures involved.

Should two types be tied in an evenly split body, the owning player chooses which one to use.

A figure with Hardiness counts as Hardiness figures for this purpose.

Any figures with no Hardiness score count as 1 figure for this purpose.

Example 1: A body consists of 1x HARDINESS 4 PC and 4 other figures. The controlling player may count this body as using the PC's Rep for all purposes PC = 4 figures) = 4x other figures. The PC alone counts as half the body in question.

Example 2: A body receiving missile fire is composed of 5x AC 0 figures with shields and 5x AC 4 figures without shields. For purposes of this combat the body counts as AC 4 and shielded.

FORMING AND BREAKING UP BODIES

In the mass battle game you must now form your units into "Bodies". A "Body" of troops is any number of units in "Base Contact" at the beginning of a turn. "Base Contact" means the body's stands are touching, in any way at all, even corner-to-corner. (Units that come into "Base Contact" during play will count as one body at the start of the next turn).

Bodies may be broken up voluntarily when active or they are broken up involuntarily by reaction test results.

VOLUNTARY MOVEMENT

Voluntary movement is possible only when a figure in that body is activated.

Units may use their full movement allowance only if they do not change direction either before or during their movement. (See WHEELING). Oblique movement is not allowed. Backward movement is only allowed when "Giving Ground".

PLEASE NOTE!

Units facing an enemy that is facing them and in that enemy's charge reach may only move forward or remain stationary. In order to count as "in that enemy's charge reach" the friendly unit must be in

WARRIOR HEROES: ARMIES AND ADVENTURES

the first rank of a body. Units not facing an enemy and in charge reach of an enemy unit may move as desired.

ABOUT FACE

Foot units may "about face" (change facing 180 degrees) at a cost of ½ their movement allowance. They may then use their remaining movement allowance.

Mounted units and Artillery units must pay their full movement allowance to "about face".

WHEELING

Troops wheel by bodies. In a "Right" wheel, the "Right" front unit's "Right" front corner is the "Pivot Point" and remains stationary. The unit now moves in an arc toward its "Right" front. When it is finished moving, the other stands of the body move to conform to this arc. A unit within a wheeling body may not exceed its normal movement allowance.

Bodies may wheel into contact but still are required to take the "Wanting to Charge" reaction test.

In a "Left" wheel, all "Rights" become "Lefts".

MOUNTED MISSILE MOVEMENT

"Mounted Missile" units move differently from other troops. They are allowed to move in any direction, up to their full movement allowance. They may then be faced in whatever direction you desire. (See Interpenetrating).

DISMOUNTING MOUNTED TROOPS

If you wish to play any mounted troops as foot troops you must "dismount" them before they are placed on the table. They may reclaim their mounts after the battle.

INTERPENETRATING

"Mounted Missile" units may pass freely through any friendly unit or units that are not moving or firing while they are being passed through.

"Mounted Missile" units may be passed through if they are not moving or firing while they are being passed through.

"Mounted Missile" units that are come in contact with Retiring friends are routed instead.

CHARGING

Bodies charge by units. Units directly behind and in base contact with units that are to charge will be

pulled along with them if they are of equal or lower Rep.

Units that have a higher Rep will not be pulled along but, may voluntarily follow. If a unit belonging to a charging body is forced to "Halt", "Retire", or "Rout", all units of the same body which are directly behind it must Halt.

BODIES FORCED TO STOP

Bodies are stopped by any of the following conditions:

- 1) As the result of a reaction test.
- 2) Coming within 1" of other friendly bodies blocking their way.

Once stopped, a body must be reactivated to resume movement.

INVOLUNTARY MOVEMENT

GIVING GROUND

This is the result of combat or a reaction test. To "Give Ground" a unit must first be in melee. To "Give Ground" a unit moves backward 1". Units giving ground will force back other foot units in contact behind them. Mounted units in contact behind them "Retire" instead.

FOLLOWING UP

Units that cause enemies to "give ground" must "Follow Up" 1" and remain in contact. Units of the same body in contact behind and of the same Rep or lower are forced to "Follow Up" with them.

RETIRE

When forced to "Retire" as a result of a reaction test, a unit moves directly away from the path of the enemy causing the result and ends its move facing this same enemy. If during the move they contact a friendly melee or foot missile unit, they halt. If during the move they contact friendly "Mounted Missile" units they will Rout them and move their full normal move distance. If pursuing enemies re-contact them, or if they collide with another enemy, or if they collide with impassable terrain, they ROUT!

Retiring units do not pay for the changes of face required during a retire move. Simply move the unit back one normal move and have it end facing the enemy.

ROUT

If a unit routs it is removed from play.

WARRIOR HEROES: ARMIES AND ADVENTURES

PLEASE NOTE!

If two opposing units rout due to the same melee the unit with the higher modified current Rep will continue melee while the other Routs. If both units have the same Rep then they both continue the melee.

PURSUE

Any unit that causes an enemy to retire or rout must roll 1D6.

Units that were defending in the first round of melee, were continuing a previous melee, or had been forced to give ground, will pursue the enemy on a roll greater than their Rep.

Units that were attacking or following up will pursue on a roll equal to or less than their Rep.

Units directly behind and in base contact with units that are to Pursue will be pulled along with them if they are of equal or lower Rep. Units that have a higher Rep will not be pulled along.

When making "Pursuit" moves measure the distance from the point of contact or point where the charge move ended if no contact occurred.

HALT

When one unit in a body halts, any units directly behind it will also halt. Units that are forced to "Halt" by units they are not facing will turn to face them unless they are already in an enemy unit's charge reach and already facing them, in which case they will count as facing all directions.

MASS BATTLE ENCOUNTERS

Now that you have the rules for playing the Big Battles let's get the Encounters!

PITCHED BATTLE

Your force has confronted the enemy in open battle.

GOAL

- Inflict sufficient casualties to force the enemy to break off.

FORCES

- Your unit and as much additional CV as you desire to use.
- Determine the size of the enemy force. Roll 2d6 on the How Many Enemies Table to

determine the number of CV the enemy force has.

How Many Enemies?

Dice Total	Number of enemy figures
12	They have twice your CV
10 - 11	They have 50% more CV than you
9	They have one more CV than you
6 - 8	Forces are equal
5	They have one less CV than you
3-4	They have 75% of your CV
2	They have half of your CV

- After determining the CV use the Recruits column on the army list to determine the actual force composition.

TERRAIN

Set up terrain as outlined in the Generating Terrain on the Table section.

DEPLOYMENT

Roll 2d6 versus the Rep of each Leader and compare to the Battle Deployment Table.

2 BATTLE DEPLOYMENT TABLE *(Taken versus the Rep of each Leader)*

PASS SAME NUMBER OF D6

- Defender is the force that is native to the country the battle is being fought in.

ONE SIDE PASSES 1D6 MORE THAN THE OTHER AND HAS THE ADVANTAGE.

- The player chooses whether to be the attacker or the defender but only if his force is equal or larger than the enemy. Otherwise, the larger force is the attacker.

ONE SIDE PASSES 2D6 MORE THAN THE OTHER AND HAS THE ADVANTAGE.

- The player chooses whether to be the attacker or the defender.

SPECIAL INSTRUCTIONS

If playing a large number of figures use the Big Battle rules outlined previously.

WARRIOR HEROES: ARMIES AND ADVENTURES

Defender is allowed to set up to 12" from his table edge.

Attacker is allowed to set up no closer than 18" to the defender.

Attacker and defender each place Leader in center of respective deployment area along with one unit.

Defender and attacker alternate unit placement until all units are on the board.

PATROL

In this battle you lead your group on a patrol to scout the area. A successful patrol may trigger a pursuit encounter with the player being the pursuer. After the encounter is concluded roll 1d6. On a score equal to or less than the ER of the area play a pursuit encounter.

GOAL

You must scout all the sections of the board and drive away any enemy you meet.

FORCES

You are allowed to use all the characters in your group. If desired you may use more CV.

The enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

Set up terrain as outlined in the Generating Terrain on the Table section.

DEPLOYMENT

Your patrol enters the board edge adjacent to sections 7, 8, and 9 as shown below. This is the same process used to generate terrain.

1	2	3
4	5	6
7	8	9

Next roll 1d6. The score indicates which numbered section of the map could contain a possible enemy force or (PEF). PEF means that the possible enemy force will be able to move on the tabletop.

Place an enemy figure of any type in this section of the board to represent the possible PEF. If a terrain feature blocks LOS be sure to place the PEF so the terrain feature is between it and your force. If not then place it anywhere in the section.

Repeat this process until you have three PEF's placed on the board. It is possible to have more than one PEF in the same section.

Roll 2d6. Subtract the lower score from the higher score. If doubles are rolled then reroll. The result is the PEF Rep. Use this number for Activation for the enemy while they are still PEF markers. The PEF Movement Table handles PEF movement.

SPECIAL INSTRUCTIONS

- **PEF Movement:** PEF's can move on the tabletop when active. Roll Activation dice normally during the battle and use the PEF Rep you generated in the Deployment section. When the PEF's activate, roll 2d6 for each PEF, consult the PEF Movement Table, and carry out the result.

2

PEF MOVEMENT TABLE

(Taken versus the PEF Rep)

PASS 2D6

- PEF moves towards nearest cover.

PASS 1D6

- If in open- Roll 1d6.
- (1 - 4) move towards nearest PEF or cover.
- (5 - 6) split into two PEFs with each behaving individually starting with the next Activation.
- If in cover- PEF remains in place.

PASS 0D6

- PEF remains in place.

RESOLVING PEFs

When a friendly figure has LOS to a PEF its time to find out if the Possible Enemy Force is an actual Enemy Force or a figment of taught nerves and natural phenomena.

Noting the number of previously exposed PEF, roll 1d6 consulting the table below:

WARRIOR HEROES: ARMIES AND ADVENTURES

PEF Force Composition

Previously Resolved PEFs:	Die Score					
	1	2	3	4	5	6
0 PEF	A	B	C	C	C	C
1 PEF	A	B	B	C	C	C
2 PEF	A	A	A	A	B	B
3+ PEF	A	B	C	C	C	C

- **A: Main Body.** The PEF is replaced by a sizeable amount of troops. Roll 1d6 and add 7, then consult the How Many of Them Table. In addition, roll another 1d6. On 1–5 you have come across the Bid Bad itself!
- **B: Stragglers.** The PEF is replaced by a smallish amount of troops. Roll 2d6 and consult the How Many of Them Table. In addition, roll another 1d6. On 1 this small group is led by the Big Bad itself!
- **C: False alarm.** Don't be so jittery! T'weren't nothing at all, really. Remove the PEF from play.
- **How Many of Them?** Now you know they're there, but you need to know how many there are.

HOW MANY OF THEM?

Dice Total	Number of enemy figures
12+	They have twice your CV
10 - 11	They have 50% more CV than you
9	They have one more CV than you
6 - 8	Forces are equal
5	They have one less CV than you
3-4	They have 75% of your CV
2	They have half of your CV

- After you know how many enemy there are recruit the actual figures from the appropriate Army list. Try to place the enemy group so that the figure's closest to your figures is on the location of the PEF, with the other figures in any reasonable formation based on that figure.
- **Scouting the Tabletop** - Look at the tabletop that you are going to play on. There may be terrain features that the enemy can hide in such as buildings, woods, or behind a hill. Even what you would call "open

terrain" still has folds in the ground that can block your line of sight. Block your LOS and hide enemy troops. To determine if there ARE enemies lurking in these features we use the following procedure.

- Whenever a figure comes into LOS of one or more terrain pieces or buildings there is a possibility of encountering the enemy. To determine if this is so roll 2d6 versus the Rep of the testing figure and consult the Terrain Scouting Table.
- In addition to actual terrain features, test for hidden enemy when one of your figures comes within 12" and in sight of the center of each of the deployment zones 1 through 6. This test represents the chance of enemy forces having been hidden by unnoticed folds in the ground.

2

TERRAIN SCOUTING

Rolled versus Rep of the scout

PASS 2D6

- Roll 1d6. On a roll of 1 there definitely is something in there. Place one PEF in the terrain. Otherwise the terrain is definitely clear.

PASS 1D6

- Not sure of what you are seeing. This test may be taken again next activation. Alternately you can always find out if something is in the terrain by moving into it...

PASS 0D6

- No enemy seen or even suspected. You may not test to scout this terrain feature again. When a figure enters the terrain roll 1d6. On a score of 1 place a PEF in the terrain. Otherwise there is no effect and the terrain is unoccupied.

** PEF = Possible Enemy Force. Go to the PEF Movement section.*

Optional Reinforcements – If all players agree before hand, an Activation roll of doubles may herald the arrival of NPC reinforcements.

Immediately re-roll the activation dice to see if the enemy receives reinforcements.

If the enemy roll is higher, one more MEF enters via the enemy table edge (1-3), left flank (4), right flank (5) or friendly board edge (6). This PEF will follow the normal rules for PEF movement and resolution. Roll the dice again to see who receives the next activation.

WARRIOR HEROES: ARMIES AND ADVENTURES

Otherwise there is no effect and it's time to roll to see who receives the next activation.

RAID: RAIDER

In this encounter you try to capture, recover, or rescue items or persons. The target area of the raid can be buildings, tents, or even a caravan with pack animals. A successful raid encounter may trigger a pursuit encounter, with the player being pursued. After the encounter is concluded roll 1d6. On a score equal to or less than the ER of the area play a pursuit encounter.

GOAL

- You must move at least one figure into contact with the object and exit the nearest table edge with it.
- The defender must drive off the raiders without losing the object of the raid.

FORCES

- You are allowed to use all the characters in your group. If desired you may use more CV.
- Determine the size of the enemy force. Roll 2d6 on the How Many Enemies Table to determine the CV of enemy troops that your scouts are aware of.

How Many Enemies?

Dice Total	Number of enemy figures
12	They have twice your CV
10 - 11	They have 50% more CV than you
9	They have one more CV than you
6 - 8	Forces are equal
5	They have one less CV than you
3-4	They have 75% of your CV
2	They have half of your CV

- After determining the number of CV use the Recruits column on the army list to determine the actual force composition.
- If the raid is on a caravan or something similar roll 1d6 per each two figures in the caravan force. On 1-3 there will be one pack animal.

TERRAIN

- Set up terrain as outlined in the Generating Terrain on the Table section. In addition, it must include from one to six buildings. The object of the raid will be in one of the buildings. Which building contains the object is revealed only when the raiders have entered the building.
- The raider chooses which table edge to enter from.

DEPLOYMENT

- Once the defenders are generated roll 1d6 for each figure, adding 1 to each score if the raid is taking place at night. Each figure will be on the board outside of (1-3) or inside (4-6) a building. If a figure is in a building set it aside off the table, as its placement will be determined under the Special instructions section. Once the battle starts figures inside buildings may exit as desired.
- The raiders enter the board from anywhere on the near table edge on their first Activation.
- If the target of the raid is a caravan or something similar consult the Special Instructions section.

SPECIAL INSTRUCTIONS

- After the terrain and defenders are placed, the raider chooses which direction he will enter from. To determine where he is allowed to place his forces both sides roll 2d6 versus their Leaders' Reps.

2

RAID TABLE

(Taken versus the Rep of the Leaders)

BOTH SIDE PASS THE SAME NUMBER OF 2D6

- Raiders start from 24" away and the battle begins as normal.

ONE SIDE PASSES 1D6 MORE THAN THE OTHER

- If the Raiders passed 1d6 more than the defenders then they are allowed to start 24" away and start the battle Active.
- If the defenders passed 1d6 more than the Raiders then they are Active and the Raiders will start 24" away.

WARRIOR HEROES: ARMIES AND ADVENTURES

ONE SIDE PASSES 2D6 MORE THAN THE OTHER.

- If the Raiders passed 2d6 more than the defenders then they start 12" away and are Active.
- If the defenders passed 2d6 more than the Raiders then they are Active and the Raiders will start 12" away.

- If the objective is someone or something that can be hidden in a building then it is found only as follows.
- Figures may enter or exit a building at a movement reduction of 2" if through a doorway. If going through a window that ends their move but they can still shoot.
- Only two figures at a time may enter a building through a normal-sized door, four if through double doors, and one if through a window. Additional figures may enter only on the next activation.
- When the raiders enter a building for the first time roll 1d6 for each defending figure placed off the table. On 1–3 that figure is in the building.
- Once the number of defenders in the building are determined, both sides take the Test of Wills and the conflict goes from there.
- If the raiders chase off, kill, or OOF all the defenders, they can then search for loot by using the Loot and Booty Table.



Artwork by Andrea Sfiligoi

LOOT AND BOOTY MODIFIERS

Location Being Searched	Loot and Booty Modifier
Caster's dwelling	+3
Dwelling of demon, dragon, mummy, noble, or vampire	+2
Dwelling of dwarf, giant, merchant, ogre, or troll	+1
Dwelling of beastman, centaur, giant animal, goblin, or orc	-1
Village or farm	-2

2

LOOT AND BOOTY

(2d6 added together and modified)

DICE TOTAL OF 7 OR LOWER

- Some items of interest but nothing special.

DICE TOTAL OF 8 TO 10

- Considerable treasure! Take one additional Social Advancement roll after the adventure as word of your success spreads. Target of Raid found.

DICE TOTAL OF 11 TO 13

- Potentially magical weapon

DICE TOTAL OF 14+

- Potentially magical item

Optional Reinforcements – If all players agree before hand, an Activation roll of doubles may herald the arrival of NPC reinforcements.

Immediately re-roll the activation dice to see if the enemy receives reinforcements.

If the enemy roll is higher, one more PEF enters via the enemy table edge (1-3), left flank (4), right flank (5) or friendly board edge (6). This PEF will follow the normal rules for PEF movement and resolution. Roll the dice again to see who receives the next activation.

Otherwise there is no effect and it's time to roll to see who receives the next activation.

- **If the target of the raid is a caravan or similar group of figures with pack animals use the following procedures.**
- Roll 1d6 per each two figures in the caravan force. On 1–3 there will be one pack animal.

WARRIOR HEROES: ARMIES AND ADVENTURES

- If the caravan is encamped set up tents, etc. Place pack animals in a corral or similar area, with the loot being in the tents.
- If the caravan is attacked on the move, place the ambushers on the table in ambush positions. They are considered to be out of sight.
- Start the caravan off the board at any edge it desires. The caravan moves at normal speed from that edge to an opposite table edge but has to go between the ambushing forces.
- The caravan moves until the lead figure (cannot be more than 4" from the main body) comes to 6" from the ambushing figures.
- Both sides roll 1d6. The ambusher adds his score to the ambushing figure with the lowest Rep. The target adds his score to the ambushed figure with the highest Rep. Compare the totals and consult the Ambush Table.

1

AMBUSH TABLE

*1d6 + highest Rep of ambushed vs.
1d6 + lowest Rep of ambushers.*

AMBUSER SCORE IS TWICE THAT OF AMBUSHED.

- Total surprise! The ambushed move into the ambush twelve inches. The ambushers may then charge without having to roll a Charge Test. Ambushed figures will fight the first round of melee minus 2d6 from their normal total.

AMBUSERS SCORE IS GREATER THAN AMBUSHED.

- Success! The ambushed move into the ambush twelve inches. The ambushers may then charge without having to roll a Charge Test. Ambushed figures will fight the first round of melee minus 1d6 from their normal total.

AMBUSER SCORE IS EQUAL OR LESS THAN THAT OF THE AMBUSHED.

- Ambush goes off early and surprise is lost. Ambushers are revealed and Activation dice are rolled with the battle going off as normal.

Optional Reinforcements – If all players agree before hand, an Activation roll of doubles may herald the arrival of NPC reinforcements.

Immediately re-roll the activation dice to see if the enemy receives reinforcements.

© 2008 BOB MINADEO & ED TEIXEIRA – TWO HOUR WARGAMES

If the enemy roll is higher, one more MEF enters via the enemy table edge (1-3), left flank (4), right flank (5) or friendly board edge (6). This PEF will follow the normal rules for PEF movement and resolution. Roll the dice again to see who receives the next activation.

Otherwise there is no effect and it's time to roll to see who receives the next activation.

RAID: DEFENDER

In this encounter you defend a settlement from raiders who are trying to capture, recover, or rescue items or persons. The target area of the raid can be buildings, tents, or even a caravan with pack animals. A successful raid encounter may trigger a pursuit encounter with the player being the pursuer. After the encounter is concluded roll 1d6. On a score equal to or less than the ER of the area play a pursuit encounter.

GOAL

- The raiders must move at least one figure into contact with the object and exit the nearest table edge with it.
- You must drive off the raiders without losing the object of the raid.

FORCES

- You are allowed to use all the characters in your group. If desired use more CV.
- The enemy forces are determined in the Special Instructions section.
- After determining CV use the Recruits column on the army list, to determine the actual force composition.

TERRAIN

- Set up terrain as outlined in the Generating Terrain on the Table section. In addition, it must include from one to six buildings. The object of the raid will be in one of these buildings. Which building contains the object is revealed only when the raiders have entered the building.

DEPLOYMENT

- The settlement or camp is set up in the center of the board as determined as you set up terrain.

WARRIOR HEROES: ARMIES AND ADVENTURES

2	3	4
1	PC Set-up	5
	6	

- You may deploy your forces as desired inside or outside of the buildings.
- If the target of the raid is a caravan or something similar consult the Special Instructions section.

SPECIAL INSTRUCTIONS

- Revisit the Special Instructions section of the Patrol Encounter where you first were introduced to the Possible Enemy Force.
- After you have set up your force roll 1d6. The score denotes which numbered section of the map edge *could* contain a Possible Enemy Force (PEF). PEF means that the possible enemy force will be able to move on the tabletop.
- Place an enemy figure of any type within 6" of the table edge in this section of the board to represent the PEF. If there is a terrain feature that blocks LOS be sure and place the PEF so the terrain feature is between it and your force. If not then place it anywhere in the section.
- Repeat this process until you have three PEF placed on the board. It is possible to have more than one PEF in the same section.
- Roll 2d6. Use the higher roll or in the event of doubles, either roll :) as the PEF Rep. This is the number you use for Activation for the enemy when they are still PEF markers. The PEF Movement Table handles PEF movement.

PEF Movement –PEF can move on the tabletop when active. Roll Activation dice as normal during the battle and be sure to use the PEF Rep you generated in the Deployment section. When the PEF activate roll 2d6 for each PEF and consult the PEF Movement Table for this Encounter and carry out the result.

2 PEF MOVEMENT TABLE (Taken versus the PEF Rep)

PASS 2D6

- PEF advances directly towards nearest player figure or building/pack animal/tent if no figure in sight.

PASS 1D6

- Roll 1d6.
- (1 - 2) PEF advances directly towards nearest player figure.
- (3 - 4) PEF moves towards nearest building.
- (5 - 6) PEF moves to flank of nearest player figure.

PASS 0D6

- Roll 1d6.
- (1 - 4) PEF moves toward nearest PEF or cover.
- (5 - 6) PEF splits into two groups. Each will now behave individually starting with the next Activation.

RESOLVING PEFs

When a friendly figure has LOS to a PEF its time to find out if the Possible Enemy Force is an actual Enemy Force or a figment of taugth nerves and natural phenomena.

Noting the number of previously exposed PEF, roll 1d6 consulting the table below:

PEF Force Composition

	Die Score					
Previously Resolved PEFs:	1	2	3	4	5	6
0 PEF	A	B	C	C	C	C
1 PEF	A	B	B	C	C	C
2 PEF	A	A	A	A	B	B
3+ PEF	A	B	C	C	C	C

WARRIOR HEROES: ARMIES AND ADVENTURES

- **A = Main Body.** The PEF is replaced by a sizeable amount of troops. Roll 1d6 and add 7, then consult the How Many of Them Table. Also roll another 1d6. On 1–5 you have come across the Big Bad itself!
- **B = Stragglers.** The PEF is replaced by a smallish amount of troops. Roll 2d6 and consult the How Many of Them Table. Also roll another 1d6. On 1 this small group is led by the Big Bad itself!
- **C = False alarm.** Don't be so jittery! T'weren't nothing at all really. Remove the PEF from play.
- **How Many Of Them?** Now you know they're there but you still need to know how many.

HOW MANY OF THEM?

<i>Dice Total</i>	<i>Number of enemy figures</i>
12+	They have twice your CV
10 - 11	They have 50% more CV than you
9	They have one more CV than you
6 - 8	Forces are equal
5	They have one less CV than you
3-4	They have 75% of your CV
2	They have half of your CV

After you know how many enemies are there, recruit the actual figures from the appropriate army list. As soon as the NPC figures are on the table both sides take the Test of Wills.

If the objective is someone or something that can be hidden in a building then it can be found only as follows.

The player writes down the location of the object of the raid. Once placed the object may be moved during the battle! If the player moves the object off of the table before all enemy PEFs have been resolved and defeated then this Encounter is over and a pursuit immediately ensues with the Object and any figures that moved off the board with it as the pursued and the entire enemy force as the pursuer.

Figures may enter or exit a building at a movement reduction of 2" if through a doorway. If going through a window that ends their move but they can still shoot.

Only two figures at a time may enter a building through a normal-sized door, four if through double

doors, and one if through a window. Additional figures may enter only on the next activation.

If you are defending a caravan or similar group of figures with pack animals, refer to the Special Instructions section of the Raid: Raider encounter (and play the defenders.

- **Optional Reinforcements** – If all players agree before hand, an Activation roll of doubles may herald the arrival of NPC reinforcements.
- Immediately re-roll the activation dice to see if the enemy receives reinforcements.
- If the enemy roll is higher, one more MEF enters via the enemy table edge (1-3), left flank (4), right flank (5) or friendly board edge (6). This PEF will follow the normal rules for PEF movement and resolution. Roll the dice again to see who receives the next activation. Otherwise there is no effect and it's time to roll to see who receives the next activation.

DUNGEONS AND LAIRS

This section allows players to construct lairs, subterranean or otherwise, on the fly. These lairs can run the gamut from the traditional dungeon to secret crypts beneath an old city, all the way to a dragon's lofty fast.

In single-player games or games where all players are on the same side, the lair will unfold before your figures as they explore.

As with any encounter, the PEF's, How Many of Them, army lists, and Big Bad table are used to determine which and how many figures are available to the defender.

The explorer's figures are deployed outside the lair entrance. All defending figures are held off the table and will be deployed by dice CV during the course of the game.

In head-to-head games, the defender generates his lair before play. Having generated the lair, the defender must check his State of Awareness. On a Heightened result the defending figures can be positioned at game start and diabolical plots hatched. On any other result, defending figures are placed according to the following rules, as in cooperative and solitaire play.

At this point the invaders are deployed at the lair entrance. The defender need reveal only those bits of the lair the invaders can see, when they can see them.

WARRIOR HEROES: ARMIES AND ADVENTURES

It is recommended that players map the dungeon or lair for future use or as an alternative to laying it out physically on the table.

TIME IN LAIR ENCOUNTERS

The nature of lair exploration lends itself to some streamlining of the regular turn sequence used in **Warrior Heroes: A&A**.

When a turn starts with only one side's figures (not PEF's) on the table, use the Exploration Turn. Text in parentheses refers to the Steps in Lair Construction section.

Activation: Roll activation dice. Standard activation rules apply. On any roll of doubles, a chance meeting has occurred.

Exploration: Opening doors (Section 5) or peeking around corners occurs now. Roll dice to generate new sections (Section 2) adjacent to those currently occupied. Any traps (Section 3) and enemy forces encountered (Sections 8 and 10) are resolved at this time.

Combat: Should enemy figures be revealed, combat occurs. Given the size of lair sections, this most likely starts with a Test of Wills and proceeds from there. Should combat last more than one round, activation dice are rolled and the regular turn sequence is followed until only one side has figures left on the table. These are "combat turns" to distinguish them from exploration. Then exploration picks up again. Should no enemy be revealed by exploration, the exploration turn continues by proceeding to movement.

Movement: Each active figure may move one section at this time. Sections are fully defined below, but a section is a discrete part of the lair. Movement by sections does away with any need to measure movement in inches during exploration turns. Any figure capable of moving may move one section when Active.

Repeat: Repeat these steps until the lair has been cleared out, or the PC party is eliminated or withdraws.

SPECIAL CONSIDERATIONS IN LAIR ENCOUNTERS

Visibility: For the sake of playability consider underground visibility to span one section. A character on the border between two sections can see into both of them.

Mounted Figures: Here you, the players, have a choice to make. On one hand you may presume that any result calling for a mounted figure results in that

figure appearing dismounted. Use the movement allowance of a similarly armored figure from that army list. Don't worry about adjusting the roll cost for dismounted figures. You have enough to worry about without adjusted roll costs.

On the other hand, you may choose to deploy mounted figures, well, mounted. After all, they must keep their mounts somewhere, so why not in their lair?

The choice is yours. You can even roll a die to decide on a case-by-case basis.

STEPS IN LAIR CONSTRUCTION

Dungeon and lair construction is easy:

- Determine Base Width Unit (W)
- Sections
- Traps
- Lair Entrance
- Passageways
- Beyond Doors
- Chambers
- Sentries
- Sounding the Alarm
- Occupants
- Loot
- Chance Meetings

1 - BASE WIDTH UNIT

Before a lair can be mapped out, you need to consider just who, or what, is likely to be encountered there. There is no point in having a dragon live in a complex with passages that a dwarf would have to hold his breath in order to squeeze through.

Base Width Unit (W) is the widest figure base dimension that the lair was built to accommodate. For human-sized figures this is likely to be about 1". Trolls and such would obviously need more room to maneuver, and the W factor for their lair would be larger. At the top of the scale, dragons and giants are likely to need very wide hallways indeed.

W may be calculated by looking at the defender's army list. Find the listed figure with the largest base. W equals the largest dimension of that figure's base. As figure collections vary from player

WARRIOR HEROES: ARMIES AND ADVENTURES

to player, this definition has been deliberately left open ended. Remember

- W = The widest base dimension of any defending figure.

2 - SECTIONS

A section is a portion of a passageway or an entire chamber. Sections are connected by doorways, or in the case of passageways by turns and intersections as well.

Typically the encounter explorer deploys his figures at the entrance to the lair.

3 - TRAPS

When the explorer enters a new section, the active party must test to see if it has triggered any traps. Traps might be arrows launched by a pressure trigger, pitfalls, etc. The exact type of trap is not important for game play, only the fact that a trap is present.

The explorer checks for traps whenever a new section is explored. Both the exploring figure and any figure on the section being explored from are eligible trap targets. Roll 1d6 on the Traps Table to check for the presence of traps.

1	TRAPS (Roll 1d6 and check the result)
1 to 4	<ul style="list-style-type: none">• No Trap
5	<ul style="list-style-type: none">• Level Four Trap
6	<ul style="list-style-type: none">• Level Five Trap

TYPES OF TRAPS

There are two types of traps. Simple traps spring when you explore a section. Any trap of this type will be sprung by one figure, randomly chosen from those currently in the same section as the exploring figure.

Complex traps trigger when you try to perform a specific task such as open a door or unlock a chest. Complex traps always affect the character who triggered the trap.

SPRUNG TRAPS

A sprung trap is resolved as if a missile weapon with an Impact and Rep equal to the trap's level has targeted the character.

Roll Rep d6 for the Trap versus Rep d6 versus the Target and consult the Trap Sprung Table.

REP	TRAP SPRUNG! (Counting successes)
	+1d6 if armor is protected versus weapon Each die roll of 1, 2, or 3 = Success Each die roll of 4, 5 = Failure Each die roll of 6 = Thief counts Shield Dice, all others count Failure
TRAP SCORES MORE SUCCESSES THAN TARGET.	<ul style="list-style-type: none">• Roll on the Firing Damage Table.
TRAP SCORES SAME NUMBER OF SUCCESSES AS TARGET.	<ul style="list-style-type: none">• Target unharmed, but loses one turn of movement. Trap still dangerous*.
TRAP SCORES FEWER SUCCESSES THAN TARGET.	<ul style="list-style-type: none">• Target unharmed. Trap disarmed.

**Transiting this section juncture is still dangerous. Any time an explorer side character passes between these two sections, another test for traps must be made. Any trap sprung will affect one explorer side character randomly chosen from those in either section. The junction remains dangerous until either a "No Trap" result is achieved on the Traps table or a "Trap disarmed" result is achieved on the Trap Sprung table.*

4 - LAIR ENTRANCE

At the start of the game roll 1d6 to determine if the lair begins with a passageway or a chamber.

1	LAIR ENTRANCE (Roll 1d6 and check the result)
1 TO 3	<ul style="list-style-type: none">• Passageway
4 TO 6	<ul style="list-style-type: none">• Chamber

WARRIOR HEROES: ARMIES AND ADVENTURES

5 - PASSAGEWAYS

Generating a passageway takes three steps. First determine the passage width.

1 PASSAGE LENGTH AND WIDTH

(Roll 1d6 and check the result)

1 TO 3

- One W wide and 2d6" in length.

4 TO 5

- Two W wide and 2d6" in length.

6

- Three W wide and 2d6" in length.

Next roll 1d6 to determine what is at the end of the passage.

1 END OF THE PASSAGE

(Roll 1d6 and check the result)

1 TO 3

- Go to the Doors Table.

4

- 90° Right Turn

5

- 90° Left Turn

6

- "T" Junction

If the die roll results in a turn or a junction, roll for another passageway (two for a junction) when a figure peeks around the bend in a future exploration phase. The new passage section's width will be the same as the passage section from which it was generated.

1 DOORS IN THE PASSAGE

(Roll 1d6 and check the result)

1 TO 3

- One door at the end of the passage.

4 TO 5

- Two doors. One is at the end of the passage while the other is two inches from that door on the left (1-3) or right (4-6) wall.

6

- Three doors. One is at the end of the passage while the other two are two inches from that door with one on the left and one on the right.

Note: Should a newly discovered door plainly open onto a previously explored section, we may assume that the door is a secret door only visible from the figure's current location. No need to roll a Beyond the Door test.

LOCKED OR UNLOCKED?

As noted above, an active figure can open a door. Before you can open the door you must determine if it is locked. Roll 1d6. On 1-3 it is unlocked; 4-6 yields a locked door. *Example: I roll 1d6 and get a 4. The door is locked.*

OPENING DOORS

Opening an unlocked door is pretty easy. In real life you probably do it all the time. Just declare as much during an exploration phase. During combat turns, opening an unlocked door does not end the figure's activation but only reduces its move by 2". After opening the door the character may still move, fire, etc. normally, Reaction checks permitting of course.

Opening a locked door is a bit more involved. A character may use the key, pick the lock, or break the door down.

USING THE KEY

"Forget about it", as they say in the old neighborhood. Where are you going to get a key?

PICKING A LOCK

If you don't have the key there is a chance that you can pick the lock, using the Pick Lock Table. Only someone with the lock picking skill can pick a lock! In this volume that pretty much limits this activity to thieves. All doors are considered to have DF 1 unless specified otherwise.

WARRIOR HEROES: ARMIES AND ADVENTURES

2

PICK LOCK

(Taken versus Rep)

-1 to 6 depending upon difficulty

PASS 2D6

- Lock picked.

PASS 1D6

- Almost got it! May immediately re-roll test but counting a pass 1d6 as if pass 0d6 or may stop trying.

PASS 0D6

- Failed! Character cannot attempt this Challenge again until Rep is raised.

BREAK THE DOOR DOWN

If you don't have the key and you can't pick the lock, you'll need to break down the door using the Break Down the Door Table. All doors are considered to have DF 1 unless otherwise specified. Busting down a door cannot be done quietly. Note the modifier to Dungeon or Lair Alertness below.

2

BREAKING DOWN THE DOOR

(Taken versus Rep or combined Rep of up to two figures)

-1 for basic door but can be as high as -6
A score of "6" is always a Failure.

PASS 2D6

- Door busted open and cannot be locked again

PASS 1D6

- Almost got it! May immediately re-roll test but counting a pass 1d6 as if pass 0d6 or may stop trying.

PASS 0D6

- Failed! Door shivers and shakes but doesn't budge. May try again next Activation.

6 -BEYOND DOORS

After opening the door you need to find out just what is lurking on the other side.

1

BEYOND THE DOOR

(Roll 1d6 and check the result)

DOOR IS OPENED FROM PASSAGEWAY:

1

- Go to the Special Table.

2 TO 6

- Chamber. Multiply die score by 2 to get the area of chamber in W. If the Chamber contains the Big Bad then multiply a die score result of 1-3 by 4 instead.

DOOR IS OPENED FROM A CHAMBER:

1

- Go to the Special Table.

2 TO 4

- Passageway.

5 TO 6

- Re-roll as if the door opened from a Passageway.

1

SPECIAL

(Roll 1d6 and check the result)

1

- Stairs down. Go to Passage Length and Width Table.

2

- Stairs up. Go to Passage Length and Width Table. Stairs Up from the first level of a lair will serve as an exit from the lair.

3 TO 4

- Passage.

5

- False door. It's a dead end!

6

- Opening the door springs a Trap! Roll on the Traps table counting a score of 1 as a 4, 2 as a 5, and 3 as a 6.

WARRIOR HEROES: ARMIES AND ADVENTURES

7 - CHAMBERS

When a chamber has been generated it remains to be seen how many other doors open from that chamber. You also need to determine the chamber's occupants, if any. Finally, as with any section, the explorer needs to check for traps. First check for doors.

1 DOORS IN THE CHAMBER

(Roll 1d6 and check the result)

1

- No additional doors to the one by which the party discovered the chamber.

2 TO 4

- One additional door to the one by which the party discovered the chamber.

5

- Two additional doors to the one by which the party discovered the chamber.

6

- Three additional doors to the one by which the party discovered the chamber.

Locate the doors on the chamber's walls by any random method, the only limit being one door per wall.



Artwork by Andrea Sfiligoi

8 - SENTRIES

As the explorer explores a lair, the party will inevitably run into the locals. Chances are that the occupants have posted sentries in the chamber nearest the entrance. Failing that, the occupants will be encountered deeper in the heart of the lair.

Once discovering the first chamber you must determine how "alert" the dungeon or lair occupants are. Roll 2d6 against the modified highest Big Bad of the dungeon on the Dungeon/Lair Alertness Table.

2 DUNGEON OR LAIR ALERTNESS TABLE

(Taken versus Rep 3)

*-1 to Rep if this is the first contact of the encounter
+1 to Rep for each door explorer party has broken down so far.*

PASS 2D6

- Defenders are in a Heightened State of Awareness and will have 1d3 +1 CV from the defender force as sentries in the first Chamber.

PASS 1D6

- Defenders are in a Low State of Awareness and will have 1d3 -1 CV from the defender force as sentries in the first Chamber. This may mean that there are no sentries posted!

PASS 0D6

Defenders are Unaware and will not have sentries in the first Chamber. The chamber may still have occupants. See Occupants for details.

PLACING SENTRIES

- Sentries at a heightened state of awareness may be deployed freely anywhere in the chamber. In solitaire and cooperative play, use common sense in placing these figures to their best advantage.
- Sentries at a low state of awareness will be deployed as follows. Mark the chamber into a 6 by 6 grid. Starting at the upper left corner of the room, roll 1d6 and deploy the figure that many grid squares to the right. Roll another 1d6 and place the next figure that many grid squares down. Repeat this process for each sentry.

WARRIOR HEROES: ARMIES AND ADVENTURES

9 - SOUNDING THE ALARM

Sentries may sound the alarm. Once the alarm has been sounded, the explorers are more likely to run into defending figures as they penetrate more deeply into the lair.

- To sound the alarm, an active sentry must exit the chamber by passing through a door other than that by which the explorers entered.
- In same-side play, assuming the PC's are the explorers, roll 1d6 when the sentries are active. On 5 or 6, the sentry nearest the door makes a bid to sound the alarm.
- Whenever a defending figure tries to exit the battle section, he triggers a Stop Him! Test from all explorers who are missile armed and have LOS to the figure.

2

STOP HIM!

(Taken vs. Rep)

PASS 2D6

- Fire normally.

PASS 1D6

- Fire at -2d6 to Rep.

PASS 0D6

- Enemy escapes.

A routing sentry may sound the alarm only if he successfully recovers. Once leaving the chamber, the sentry is allowed a single Recovery attempt when next active. Failing to recover after this test indicates that he has gone into hiding or fled the lair by a secret exit and is no longer available to the defender.

Successfully sounding the alarm grants a +2 modifier to the chamber number for any subsequent Who's There tests (see below).

10 - OCCUPANTS

At this point the explorers have either had a run-in with the lair's sentries or discovered that no sentries were posted.

Now each time the explorer discovers a new chamber, you must test to see if that chamber is occupied. If no sentries were posted, the very first chamber must also be checked for occupants.

- Set aside 3 PEF's.
- Assign a number to each chamber as it is discovered. The very first chamber discovered is Chamber #1 if no sentries

were encountered. If sentries were encountered, the second chamber discovered is Chamber #1. In either event, the next chamber found after Chamber #1 is Chamber #2, and so on.

- Roll 1d6 for each PEF and compare the result to the number of the chamber being explored.
- If the PEF's die roll is less than or equal to the chamber number, deploy that group in the chamber.
- If the alarm has been sounded add 2 to the room number for this test.
- A roll of 6 is always a failure. That group is not present in this room.
- If PEF's are present, roll as usual to determine their composition.
- Defending groups will be placed randomly using the method outlined for deploying sentries. If the chamber is not big enough to accommodate enough defenders, additional defenders should be deployed beyond any doors leading from that chamber. The section beyond the door should not be tested until an exploring player's figure actually reaches that door.

1

WHO'S THERE TABLE

Roll 1d6 per PEF vs. Chamber number

+2 to Room Number if Alarm has been sounded.

PASS 1D6

- PEF deployed in that chamber

PASS 0D6

- Group not deployed in that chamber

Figures deployed as a result of a How Many Occupants test may sound the alarm on their activation providing, of course, the alarm has not already been sounded.

WARRIOR HEROES: ARMIES AND ADVENTURES

11 - LOOT

What fun is a raid on an evil lair without loot? After clearing an occupied chamber, the explorers may check for loot. Roll 2d6 and check the Loot and Booty Table.

LOOT AND BOOTY MODIFIERS

Location Being Searched	Loot and Booty Modifier
Caster's dwelling	+3
Dwelling of demon, dragon, mummy, noble, or vampire	+2
Dwelling of dwarf, giant, merchant, ogre, or troll	+1
Dwelling of beastman, centaur, giant animal, goblin, or orc	-1
Village or farm	-2

2

LOOT AND BOOTY

(2d6 added together and modified)

DICE TOTAL OF 7 OR LOWER

- Some items of interest but nothing special.

DICE TOTAL OF 8 TO 10

- Considerable treasure! Take one additional Social Advancement roll after the adventure as word of your success spreads. Target of Raid found.

DICE TOTAL OF 11 TO 13

- Potentially magical weapon

DICE TOTAL OF 14+

- Potentially magical item

12 - CHANCE MEETINGS

Thus far we have been concerned only with encountering the enemy in chambers. As with a Parisian café, however, stay put long enough and the whole world will pass you by ... or at least something mean and nasty will find you.

Each time the activation dice come up doubles, place a PEF on the table. This PEF is placed 2d6 inches in a random direction from the invader's party.

If not immediately in sight and so resolved, any PEF arriving this way uses the standard rules for PEF movement. This may mean the PEF moves outside the constraints imposed by player knowledge of the

lair's layout. This is fine, as the PEF is obviously using secret passageways unknown to the invader. Should an PEF move from uncharted territory into a known passage/chamber, place a secret door there to allow access.



Artwork by Andrea Sfiligoi

PURSUIT

This encounter describes one group (the pursued) being chased by one or more other groups (pursuers). A pursuit can be triggered by a successful raid or escape encounter.

GOAL

- The pursuers want to kill or capture the pursued.
- The pursued want to escape capture or death.

WARRIOR HEROES: ARMIES AND ADVENTURES

TERRAIN

- Takes place over any terrain type listed for the area you are in.
- Tabletop terrain is generated only if the pursued decide to halt and confront their pursuers. Set up terrain as outlined in Generating Terrain on the Table.

FORCES

- The pursued are normally generated by the previous encounter.
- Pursuers and pursued can be mounted or on foot.
- Pursuers are generated as per the special rules of the encounter.

DEPLOYMENT

- No figures need be placed on the board unless the pursued decide to halt and confront the pursuers.

SPECIAL INSTRUCTIONS

- Before the pursuit starts you must establish how much of a head start the pursued have. This is the lead. The lead is equal to 6 minus the ER of the area the pursued are escaping from. This represents hours.
- Once the lead is established you must see how large the pursuing force is. Roll 1d6, add the score to the ER of the area, and consult the How Many Pursuers Table.

HOW MANY PURSUERS?

Dice Total	Number of enemy figures
7+	They have twice as your CV
3 - 6	They have 50% more CV than you
2	They have one more CV than you

The pursuers are generated from the appropriate list and may or may not be mounted.

- The Pursued and Pursuers roll 2d6 on the Pursuit Table versus the lowest Rep in their group. One set of dice is rolled per group. This means that the group must either move at the speed of the lowest Rep or remove him from the group.

2

PURSUIT

(Taken versus Rep)
+1d6 of group is mounted

PASS 2D6 MORE

- Pursued will increase their Lead by two hours. Pursuers reduce Reps in the group by two for purpose of the pursuit.
- Pursuers will reduce the Lead by two hours. Pursued reduces Reps in the group by two for purpose of the pursuit.

PASS 1D6 MORE

- Pursued will increase their Lead by one hour. Pursuers reduce Reps in the group by one for purpose of the pursuit.
- Pursuers will reduce the Lead by one hour. Pursued reduces Reps in the group by one for purpose of the pursuit.

PASS 0D6 MORE

- Lead remains the same.
- Foot will fall back one range band and will roll 1d6 next turn.

Pursuit ends if one of two things occurs:

- The lead increases to 10 or more hours. Of course, the pursuers can call off the pursuit whenever they want.
- The lead is reduced to 1 or fewer hours. This means that the pursuers have caught the pursued and the pursued must now confront their pursuers as outlined in a battle encounter. Pursuits ending this way do not allow the pursued to spring an ambush.
- If the pursued voluntarily decide to stop the pursuit and confront their pursuers, they have a chance to ambush them. See the Raid Encounter for details.

ESCAPE

This encounter describes one group (prisoners) trying to escape from confinement. A successful escape encounter triggers a pursuit encounter.

WARRIOR HEROES: ARMIES AND ADVENTURES



Artwork by Andrea Sfiligoi

SPECIAL INSTRUCTIONS

- On 1–2 on 1d6, the prisoners have access to mounts to aid in their escape. These will be 1d6 x 6" from the point of confinement.
- The escape may take place after dark (1–4 on 1d6). At night LOS is reduced to 12". Reduce the number of captors generated by half if the encounter is at night.
- When the prisoners exit the point of confinement roll 1d6 each time they move. If the die score is equal to the current turn, the alarm has been sounded and the captors will be alerted.
- If any prisoner moves fast while mounted, the alarm is sounded and the captors will be alerted.
- Once the captors are alerted, roll 1d6, add the result to the ER of the area, and check this total on the How Many Are There Table.

GOAL

- The prisoners must escape and exit the tabletop.
- The captors must prevent the prisoners from escaping by either recapturing or killing them.

TERRAIN

- Set up terrain as outlined in Generating Terrain on the Table. In addition, the escape occurs in a town, city, village, dungeon, or any other place that the prisoners are being held.

FORCES

- If not generated by a previous encounter the Star may either be alone (1-3) or with 1/2d6 CV (4-6) drawn from this (1-2) or an adjacent province's list (4-6).
- The captors are determined randomly as outlined in the Special Instructions section of the encounter.

DEPLOYMENT

- The prisoners start in the cell or room they were confined in. They are all unarmored and armed with hand weapons.
- The captors are deployed as outlined in the Special Instructions section.

HOW MANY OF THEM?

Dice Total	Number of enemy figures
11+	They have twice your CV
9 - 10	They have 50% more CV than you
7 - 8	They have one more CV than you
5 - 6	Forces are equal
4	They have one less CV than you
3	They have 75% of your CV
2	They have half of your CV

The captors are generated from the appropriate list.

- When the captors are generated roll 1d6 for each figure. Each figure enters either on the table edge from which the prisoners are trying to escape (1–3) or is placed 12" behind the prisoners (4–6).
- After the encounter is concluded roll 1d6. On a score equal to or less than the ER of the area play a pursuit encounter with the escaped prisoners being pursued.

NPC ACTIONS

Once a PEF has been converted into figures on the tabletop you must decide how they will move. When playing head to head this is easy, as each player decides how to move his own troops. But what happens when you play solo or on the same

WARRIOR HEROES: ARMIES AND ADVENTURES

side? That's where the NPC movement system comes in.

While primarily designed for use in controlling the opponent in solo and same-side games, these rules can also be used to control NPC's on the player's own side that are not subject to the PC's orders or control.

The core of the system is the NPC Action Chart. Any time the PC's side needs to make a decision for NPC side figures (not PEF's), consult this chart. The chart has five columns.

The first column refers to what type of NPC figure needs to take action.

The second column refers to what the nearest figure of the NPC's opposition, nominally the PC side force, is doing. Players have to use a bit of judgment here. As that judgment generally regards their own intentions it is hoped this will not prove too great a burden.

The following three columns provide the familiar Pass 2d6, Pass 1d6, and Pass 0d6 results possible from any reaction test. These columns, cross-referenced with the result of a 2d6 roll versus the NPC's Rep, provide the action taken by that NPC.

I HAVE A WHOLE BUNCH OF NPC'S. WHAT WILL THEY DO?

When deploying a group of NPC's from a PEF, try to arrange them grouped by type. Archers should be grouped in one group toward the threat, or two groups on either flank. The same with the mounted figures, only deploy them behind the archers if you have elected to put both in the same position. Melee foot in the center, behind both archers and mounted if you decided to deploy them in the center as well.

It's possible that the Test of Wills will need to be consulted if the PEF has deployed within 12" of PC forces or if the PC's have moved first and approached within 12".

Failing that, roll for each group and type separately on the NPC Action Table, starting with the group that has a PC side figure closest to it and working back from there. In the case of equidistant NPC and PC forces, use the dice to decide randomly which group to move first.

Alternatively, you can treat any NPC's that could possibly be grouped together as one group, taking care to divide the total NPC force into as few groups as possible. Counting each figure as 1, and each figure with Hardiness as "Hardiness number of figures", figure out the majority troop type for each group and then test on the NPC Action Table for that type.

If you cannot decide which course to take, don't worry, roll 1d6 for it: 1-2 = treat all NPC's individually, 3-4 = group by type, 5-6 = make as few groups as possible.

Regardless of which approach you use, apply the result to the entire NPC group that took the test.

NPC CASTERS

It is convenient, though by no means necessary, to have NPC casters use battle magic rather than the individual spells of the standard rules. When called on to "fire", roll 1d6 to determine what type of spell the caster attempts: 1 = defensive spell; 2-3 = summoning; 4-6 = attack spell.

If the players prefer, NPC casters may use the full magic rules. Either assign a random chance to each spell or just choose one based on the circumstances in which the caster finds himself.

Where there is a judgment call, try to take the best course of action for the NPC. If you can't decide what that would be, use the dice to determine a final placement or action.

With a little experience and a bit of thought you can adjust these tables as you see fit, to make the NPC's act in a manner more in keeping with your view of things. You'll soon see that the methods presented here can be applied to other games and genres with a little bit of imagination, opening up a whole slew of cooperative play possibilities. We are always interested in how you use our rules, so don't hesitate to post your experiences on the Yahoo group.

WARRIOR HEROES: ARMIES AND ADVENTURES

NPC ACTION TABLES

Mounted Melee

<i>NPC is...</i>	<i>Nearest PC side figure is...</i>	<i>Pass 2</i>	<i>Pass 1</i>	<i>Pass 0</i>
Mtd.	Advancing (Mounted)	Close	Retire	Stand
Melee	Advancing (Foot)	Close	Stand	Retire
	In base contact with an NPC	Close	Stand	Retire
	Falling back (Facing)	Close	Stand	Stand
	Facing Away	Close	Close	Stand
	Holed Up in Cover	Dismount	Retire	Close

Melee

<i>NPC is...</i>	<i>Nearest PC side figure is...</i>	<i>Pass 2</i>	<i>Pass 1</i>	<i>Pass 0</i>
Melee	Advancing (Mounted)	Stand	Close	Retire
	Advancing (Foot)	Close	Stand	Retire
	In base contact with an NPC	Close	Stand	Retire
	Falling back (Facing)	Close	Stand	Stand
	Facing Away	Close	Close	Stand
	Holed Up in Cover	Close	Retire	Stand

Mounted Missile

<i>NPC is...</i>	<i>Nearest PC side figure is...</i>	<i>Pass 2</i>	<i>Pass 1</i>	<i>Pass 0</i>
Mtd	Advancing (Mounted)	Retire	Stand	Close
Missile	Advancing (Foot)	Retire	Stand	Close
	In base contact with an NPC	Stand	Close	Retire
	Falling back (Facing)	Close	Close	Stand
	Facing Away	Close	Close	Stand
	Holed Up in Cover	Close	Retire	Close

Missile

<i>NPC is...</i>	<i>Nearest PC side figure is...</i>	<i>Pass 2</i>	<i>Pass 1</i>	<i>Pass 0</i>
Missile	Advancing (Mounted)	Stand	Stand	Retire
	Advancing (Foot)	Stand	Retire	Close
	In base contact with an NPC	Stand	Close	Retire
	Falling back (Facing)	Close	Stand	Stand
	Facing Away	Close	Close	Stand
	Holed Up in Cover	Circle	Stand	Close

Mounted Dual

<i>NPC is...</i>	<i>Nearest PC side figure is...</i>	<i>Pass 2</i>	<i>Pass 1</i>	<i>Pass 0</i>
Mtd	Advancing (Mounted)	Close	Retire	Stand
Dual	Advancing (Foot)	Retire	Close	Stand
	In base contact with an NPC	Close	Stand	Stand
	Falling back (Facing)	Close	Stand	Stand
	Facing Away	Close	Close	Stand
	Holed Up in Cover	Circle	Stand	Close

Dual

<i>NPC is...</i>	<i>Nearest PC side figure is...</i>	<i>Pass 2</i>	<i>Pass 1</i>	<i>Pass 0</i>
Dual	Advancing (Mounted)	Stand	Stand	Retire
	Advancing (Foot)	Stand	Close	Retire
	In base contact with an NPC	Close	Stand	Stand
	Falling back (Facing)	Close	Close	Stand
	Facing Away	Close	Close	Stand
	Holed Up in Cover	Close	Close	Stand

WARRIOR HEROES: ARMIES AND ADVENTURES

DEFINING NPC ACTIONS

CIRCLE

If figure is armed with missiles, close to within missile range and then move to get around nearest flank of PC side group that generated the test.

If figure is not missile armed move to get around nearest flank of PC side group that generated the test.

CLOSE

Move toward PC side group that generated the test. Fire if possible. Charge if possible.

DISMOUNT

Dismount then test again as foot version of the same type. Chariots circle instead. Elephants and creatures close instead.

RETIRE

Normal move away from PC side group that generated the test. If missile armed, fire first. If the figure reaches a table edge, decide if you want to "roll" the terrain by moving other figures and terrain in the opposite direction, halt on the table edge, or just have the NPC disengage.

STAND

NPC retains position on the table. Will fire if able and change facing to meet closest threat if required.

BIG BATTLE NPC MOVEMENT

NPC ARMY TYPES

Every army in the army lists can be classified as one of three types, which defines the tactics they use when in battle.

Type A: A direct approach army that attempts to close with the enemy and defeat it in melee.

Type B: Primarily a mounted army that is adept at shooting from afar, slowly wearing down the enemy.

Type C: Prefers a static deployment, shooting the enemy then closing with hardened melee troops.

HOW NPC'S MOVE

The NPC movement system is used at two different times.

The first is when the NPC figures have been converted from a PEF and are more than 12" from the player's figures.

The second is when the NPC figures have come within 12" of the player's figures, taken the Test of Wills, and scored a result where both sides score the same number of successes and have halted.

When either of these conditions are met, roll 2d6 versus the Rep of each NPC Leader and consult the NPC Force Movement Table.

NPC FORCE MOVEMENT MODIFIERS

Army Type	Modifier
Type C in cover	+1d6
Type C has numbers	-1d6
Type A or B has numbers	+1d6

2

NPC FORCE MOVEMENT TABLE

(Taken versus Rep)

PASS 2D6 MORE

- Type A will move directly towards enemy and attempt to charge.
- Type B will attempt to encircle the flanks and shoot the enemy.
- Type C will move into missile range and fire.

PASS 1D6 MORE

- Type A will move missile troops to the front rank and fire.
- Type B will halt in place and fire if can.
- Type C will halt in place and fire if can.

PASS 0D6 MORE

- Type A will halt in place, moving melee troops to front rank.
- Type B will withdraw 12" away.
- Type C will move directly towards enemy and attempt to charge.

When a group reaches pass 2d6 it does not have to roll again but instead continues to behave as if pass 2d6.

ADVENTURES

To have an encounter, you must determine what type it is. Unlike the Military Encounter method, you must first determine who the enemy is.

WARRIOR HEROES: ARMIES AND ADVENTURES

RANDOM WILDERNESS ENCOUNTERS

When you are adventuring in Talomir the chance of a random encounter in your travels is based on where you are traveling. To determine what you run into while in the wilderness roll 1d6 on the appropriate table for the land you are in.

These encounter tables were originally written to cover all of Talomir, and in some cases the required nations are not on the map being used for WH A&A. If you roll an encounter that requires a nation you do not have information on, use the entry in parentheses.

If you roll a result of Cultists reroll 1d6 on the Cultist Table.

ALTENGARD

1	Ekra
2	Capalan
3	Treyine
4	Mirholme (Wererats)
5	Eskelin (Capalan)
6	Special

ALTENGARD - SPECIAL

1	Wererats
2	Serpents
3	Cultists
4	Vampires: Feral (1–3) or Cult (4–6)
5	Lycan Brotherhood
6	Robber Knights from the Capalan (1–3) or Ekraen (4–6) lists.

BORDER KINGDOMS

1	Ekra
2	Treyine
3	Hykar
4	Black Moon Elves
5	Goblins
6	Special

BORDER KINGDOMS - SPECIAL

1	First Ones from Creatures List
2	Giant Serpents from Creatures List
3	Mountain Giants
4	Robber Knights from the Border Kingdoms (1–3) or Ekraen (4–6) lists.
5	Serpentmen – Beastmen List
6	Centaur

BRETHREN

Use the appropriate table for the location of the Brethren force. This is usually Altengard, Ekra, or Treyine.

CAPALAN LEAGUE

1	Altengard
2	Seniira
3	Mirholme (Altengard)
4	Tereken (Seniira)
5	Valkae (Altengard)
6	Special

CAPALAN LEAGUE - SPECIAL

1	Vampires: Feral (1–3) or Cult (4–6)
2	Robber Knights from the Capalan (1–3) or Altengard (4–6) lists.
3	Cultists
4	Hydra
5	Lycan Brotherhood
6	Wererats

DWARVES (BLACK MOON)

1	Red Sun Dwarves
2	Silver Elves
3	Mirish
4	Black Moon Incarnate
5	Orcs
6	Special

DWARVES (BLACK MOON) - SPECIAL

1	Giant Spiders from Creatures list
2	Beastmen
3	Mountain Giants
4	Black Moon Elves
5	Giant Serpents from Creatures List
6	Mature (1–2) or Young (3–6) Dragon from Creatures List

DWARVES (RED SUN)

1	Black Moon Dwarves
2	Black Moon Incarnate
3	Mangu (Black Moon Dwarves)
4	Stygustan (Black Moon Incarnate)
5	Silver Elf
6	Special

DWARVES (RED SUN) - SPECIAL

1	Centaur
2	Beastmen
3	Mountain Giants
4	Bears
5	Manticores from Creatures list
6	Mature (1–2) or Young (3–6) Dragon.

WARRIOR HEROES: ARMIES AND ADVENTURES

EKRA

1	Altengard
2	Altengard
3	Border Kingdoms
4	Treyine
5	Treyine
6	Special

EKRA - SPECIAL

1	Trolls from Orcs list
2	Questing Knight from Ekraen (1–3) or Altengard (4–6) lists
3	Cultists
4	Robber Knights from the Altengard (1–3) or Border Kingdoms (4–6) lists.
5	Lycan Brotherhood
6	Wererats

ELVES (BLACK MOON)

1	Goblins
2	Orcs
3	Black Moon Dwarves
4	Mirish
5	Border Kingdoms
6	Special

ELVES (BLACK MOON) - SPECIAL

1	Centaur
2	Beastmen
3	Mountain Giants
4	Giant Spiders from the Creatures list
5	Manticores from the Creatures list
6	First Ones from the Creatures list

ELVES (SILVER)

1	Black Moon Dwarves
2	Mirish
3	Red Sun Dwarves
4	Stygustan (Black Moon Dwarves)
5	Stygustan (Mirish)
6	Special

ELVES (SILVER) - SPECIAL

1	Centaur
2	Mountain Giants
3	First Ones from the Creatures list
4	Giant Spiders from the Creatures list
5	Wererats
6	Beastmen

GOBLINS

1	Border Kingdoms
2	Border Kingdoms
3	Border Kingdoms
4	Orcs
5	Dark Elf
6	Special

GOBLINS - SPECIAL

1	Centaur
2	Mountain Giants
3	Giant Spiders from the Creatures list
4	First Ones from the Creatures list
5	Wolves from the Creatures list
6	Beastmen

HYKAR

1	Treyine
2	Border Kingdoms
3	Mirish
4	Tropilium Northern Marches (Treyine)
5	Tropilium Imperial (Mirish)
6	Special

HYKAR - SPECIAL

1	Brethren
2	Dark Unicorn from Creatures list
3	Ghost Riders from Undead list (Wraiths)
4	Giants from Creatures list
5	Mountain Giants
6	Remnant Jurgan from the Hykar list

MIRISH

1	Border Kingdoms
2	Black Moon Elves
3	Silver Elves
4	Tropilium Northern Marches (Hykar)
5	Hykar
6	Special

MIRISH - SPECIAL

1	Manticores from the Creatures list
2	Demonic (1–3) or Mummy (4–6) Cult
3	Mountain Giants
4	Wererats
5	Beastmen
6	Centaur

WARRIOR HEROES: ARMIES AND ADVENTURES

ORCS

1	Goblins
2	Goblins
3	Black Moon Elves
4	Black Moon Dwarves
5	Black Moon Incarnate
6	Special

ORCS - SPECIAL

1	Centaur
2	Mountain Giants
3	Wolves from the Creatures list
4	Giant Spiders from the Creatures list
5	Giant Birds from the Creatures list
6	Beastmen

SENIIRA

1	Capalan League
2	Valkae (Capalan League)
3	Treyine
4	Tropilium Imperial (Treyine)
5	Malohades (Wererats)
6	Special

SENIIRA - SPECIAL

1	Lycan Brotherhood
2	Cultists
3	Pegasus from the Creatures list
4	Cyclops from the Mountain Giants list
5	Elemental from the Creatures list
6	Wererats

TREYINE

1	Ekra
2	Border Kingdoms
3	Hykar
4	Tropilium Imperial (Ekra)
5	Seniira
6	Special

TREYINE - SPECIAL

1	Wererats
2	Lycan Brotherhood
3	Robber Knights from the Ekraen (1–3) or Treyine (4–6) lists.
4	Giant Serpents from the Creatures list
5	Cultists
6	Wererats

UNDEAD

1	Orcs
2	Orcs
3	Black Moon Dwarves
4	Red Sun Dwarves
5	Red Sun Dwarves
6	Special

UNDEAD - SPECIAL

1	Black Moon Incarnate
2	Mature (1–3) or Young (4–6) Dragon from Creatures List
3	Wraiths
4	Mountain Giants
5	Beastmen
6	Black Moon Incarnate

CULTISTS

1	Animal Cult
2	Coven
3	Demonic Cult
4	Feral Vampire
5	Necromancer Cabal
6	Vampiric Cult

WHERE ARE THEY?

The Wilderness Encounter Tables determine what you have run into. The next question is, where have you run into them? What is the terrain like? Following are descriptions of the terrain you may encounter during your travels in Talimir.

Clear/Hilly: Primarily flat with small sight-obstructing hills and folds in the land.

Mountains: Legitimate large mountains that severely hinder movement.

Woods: Although trees may be found almost everywhere, this represents dense wooded areas that slow travel and obscure vision.

Farms: Generally a small crop-producing area with few inhabitants. If using farms when referring to creatures this may represent a small cluster such as a pride of lions.

Village: Settled area with multiple families, usually on a road supported by local farms or ranches.

Town: Large and often fortified settlement inhabited by a large number of people. The smallest town is still ten times the size of the largest village.

City: The largest concentrations of population live in cities. Lots of buildings, always garrisoned with a military force, the smallest city is equal in size to the largest town.

WARRIOR HEROES: ARMIES AND ADVENTURES

Dungeon: A dungeon can be an elaborate underground structure or a simple dug-out cave, depending on the creature(s) or people inhabiting it.

When rolling 1d6 to determine where the encounter takes place, subtract 1 from the roll if you are on the border and add 1 if you are in the heartland.



Artwork by Donna Faye Nail

1d6	Altengard	Beastmen	Black Moon Incarnate	Border Kingdoms	Brethren	Capalan League	Centaur
1	Farm	Village	Dungeon	Farm	Castle	Farm	Farm
2	Farm	Village	Dungeon	Farm	Castle	Farm	Farm
3	Village	Village	Dungeon	Village	Castle	Village	Farm
4	Town	Village	Dungeon	Village	Town	City	Farm
5	Town	Village	Dungeon	Town	City	City	Village
6	City	Town	City	City	City	City	Village

1d6	Dwarves (Black Moon)	Dwarves (Red Sun)	Ekra	Elves (Black Moon)	Elves (Silver)	Goblins	Mirish
1	Village	Village	Farm	Farm	Farm	Village	Village
2	Village	Village	Farm	Village	Village	Village	Village
3	Dungeon	Dungeon	Village	Village	Village	Village	Village
4	Dungeon	Dungeon	Village	Village	Village	Dungeon	Village
5	Dungeon	Town	Town	Town	Town	Dungeon	Village
6	Town	City	City	City	City	Dungeon	Village

1d6	Mountain Giants	Orcs	Seniira	Treyine	Undead	Wererats
1	Farm	Village	Farm	Farm	Village	Town
2	Farm	Village	Farm	Village	Village	Town
3	Village	Dungeon	Village	Village	Dungeon	Town*
4	Village	Dungeon	Village	Town	Town	City
5	Town	Dungeon	Town	Town	Town	City*
6	City	Town	City	City	City	City*

1d6	Animal Cult	Coven	Demonic Cult	Feral Vampire Tribe	Lycan Brotherhood	Mummy Cult	Necromancer Cabal	Vampiric Cult	Wraiths
1	Village	Village	Dungeon	Farm	Village	Village	Dungeon	Village	Village
2	Village	Village	Dungeon	Farm	Village	Dungeon	Town	Dungeon	Dungeon
3	Village	Village	Town	Village	Village	Dungeon	Town	Town	Dungeon
4	Village	Dungeon	Town	Village	Town	Town	City	Town	Dungeon
5	Town	Town	City	Village	Town	Town	City	City	Dungeon
6	Town	Town	City	Dungeon	City	City	City	City	Dungeon

WARRIOR HEROES: ARMIES AND ADVENTURES

become a military threat to the Established Lands. Raiding is their stock in trade, and many are the mountain villages left desolate in their wake.

ARMY LIST DESCRIPTIONS

Our primary goal with **Warrior Heroes: Armies and Adventures** was to give you, the players, the maximum flexibility in regard to which figures you use to play the game. To that end, our human army lists are all based on historical models. This usually means you have a variety of figures and manufacturers to choose from when assembling these forces.

When it comes to the fantastic races and creatures of Talomir, the selection is of necessity less varied. Still a number of fine manufacturers of “standard” fantasy races are out there today.

The following, then, consists of a brief description of each of the nations and peoples of Talomir, to flesh out their army lists and provide some guidance in figure selection. In addition, these descriptions also detail where these creatures and races are found when encountered using the Wilderness Encounter tables.

MILITARY ARMY LISTS

ALTENGARD

Historical equivalent: German Imperialists.

Altengard is composed of a number of semi-independent duchies and free cities. While an elected Kaiser theoretically rules over the whole, in reality the power lies in the hands of local warlords of varying power and means.

BEASTMEN

Historical equivalent: None.

Beastmen are, as the name implies, somewhat bestial and somewhat human. In appearance they range from some that could pass as a man by hiding a tail here or a patch of fur there, to others that look like nothing so much as bipedal forest creatures, with something between the two extremes being more common. This also includes the foul serpentmen found in the east. Beastmen can be found ranging through the eastern mountains of Talomir. Clannish and aggressive in the extreme, Beastmen only rarely gather in sufficient numbers to



Artwork by Andrea Sfiligoi

BLACK MOON INCARNATE

Historical equivalent: None.

It is said that the forces of the Black Moon lurk in the shadows, waiting only for an opportunity to step through the veil and subject this world to eternal darkness. Throughout the Established Lands, Black Moon cultists gather in secret, defying the rule of the Red Sun and the fierce Brethren who enforce it.

Yet in some lands this is not so. For in these “Darklands”, the very rulers themselves seek to enhance their worldly position by petitioning the forces of Darkness for aid. Doing so involves some measure of peril, for while the benefits bestowed by a demonic patron can be great, demons are fickle masters at best. Occasionally a would-be supplicant ends up as host for a demonic entity, and through this ruler the Black Moon descends upon Talomir. This army list represents the forces of one such ill-used land.

WARRIOR HEROES: ARMIES AND ADVENTURES

BORDER KINGDOMS

Historical equivalent: Feudal French.

Standing between the Established Lands of the west and the wilder lands to the east, the Border Kingdoms serve both as a bulwark and a pressure valve for the human realms of Talomir.

Originally established during one of the Brethrens' many crusades against the "others", the Border Kingdoms are a wild and wooly land where any adventurer with a strong sword arm and a following can stake a claim and become a lord.

BRETHREN

Historical equivalent: Knights Templar

The Brethren are the Red Sun's best hope of facing down the Black Moon. A religious knighthood order, the Brethren operate in many lands from independent castles ceded them by local rulers.

The Brethren fight the Darkness on many levels. First and foremost, they do so openly, committing armed forces and gathering like-minded rulers to their banners for crusades launched to recover any territory lost to the Black Moon.

While the battlefield role of the Brethren is well known, they also operate covertly, sending scores of witch hunters abroad to ferret out followers of the Darkness masquerading as proponents of light, and other fell creatures operating within the Established Lands. Many are the servants of Darkness sent to damnation by the Brethren's tireless operatives.

Less well publicized is the Brethren's financial role. The Brethren have amassed great wealth through their activities and do not hesitate to use it to fund the efforts of others to turn back the night.

The Brethren are found in Altengard, Ekra, and Treyine, usually in the clear or hilly areas on their way to or from their castles.

CAPALAN LEAGUE

Historical equivalent: Italian Condotta

Formerly the northernmost province of the Tropilium Empire, the League states are the result of Tropilium decline coupled with waves of invasion from Altengarders and Mirholmen from the north and Terekenians and Valkae to the south.

Recently the city-states that make up the League have become something of a power in local

mercantile circles. Their position astride the Sea of Stryfe, the Kimean Sea, and the Great Ocean to the west, along with their adventurous nature, has given rise to the great League Trading Companies and their fleets.

CENTAURS

Historical equivalent: None

Rumors abound of half-humanoid, half-equine creatures that haunt the fringes of the inhuman lands. It is said that many of the inhuman incursions into the Established Lands were a result of the inhumans themselves having been displaced by the great herds of the centaurs of the east. Several Capalan trading missions have ventured into the inhuman lands in search of these creatures, but so far none has met with success.

DWARVES

Historical equivalent: None.

Dwarves are stout, muscular humanoids, much given to mining and underground dwelling. In the days of the Pax Tropilium, human and dwarf both prospered, with dwarven raw materials and manufactured goods flowing west while food and textiles flowed east.

With the coming of the Darkness this trade was severed. The dwarves were forced east into their mountain fasts, while the humans were driven west. Despite the best efforts of the Brethren and the Capalan League to reopen the "gold road", all trade between man and dwarf has come to a standstill.

DWARVES (BLACK MOON)

Perhaps out of despair or perhaps out of malice, the northern dwarf clans have turned to the Darkness for salvation. Black Moon worship has become the norm, and as a result, the dwarves themselves are now subtly twisted. Bordered by Dark eves, orcs, and the undead, it is little wonder that corruption has flourished here.

DWARVES (RED SUN)

A light in the darkness, Red Sun dwarves continue to rail against the Darkness. Bordered by their fallen kinsmen to the northeast, the undead to the northwest, and the debased human kingdoms to the south and east, the Red Sun dwarves have

WARRIOR HEROES: ARMIES AND ADVENTURES

been forced into cooperation with the silver elves to the west.

EKRA

Historical equivalent: Hundred Years War France.

Another of Tropilium's sundered provinces, Ekra was a major force in turning back the initial onslaught of the Darkness. Today Ekra is locked in a pastoral feudal system with the majority of the population serving only to feed the mounted warrior class that holds back the night.

ELVES

Historical equivalent: None

The elves first appeared when the Darkness descended on Talomir. Aloof, tall, slender, and eschewing dwellings for life outdoors, elves appear to be everything dwarves are not. Indeed, even as some dwarves turned to the Darkness, some elves have turned to the Red Sun for salvation. Ironically, this has led elf and dwarf co-religionists to ally against their kinsmen on the other side of the spiritual divide.

ELVES (BLACK MOON)

These elves follow the Old Ways and practice their abhorrent rites in the hills and woods of the untamed east.

ELVES (SILVER)

Silver elves have renounced the Black Moon and all its works and are now implacable foes of the Darkness. Their proximity to the Red Sun dwarves has made these two so very different peoples natural allies.

GOBLINS

Historical equivalent: None.

Squat misshapen creatures about the size of dwarves, and mortal enemies of same, goblins come in a variety of skin colors, ranging from pale human flesh tones all the way to a vibrant green and every shade in between.

Their natural preference for subterranean living has led some to believe that the goblin race is a corruption of dwarven stock. Still other scholars contend that they are an independent and distinct

race. Regardless of their origin, one thing is certain: Goblins are remorseless raiders and naturally given to cruelty.

While the majority of goblins are to be found beyond the borders of the Established Lands, small bands still inhabit the woods and lonely places of the west.



Artwork by Andrea Sfiligoi

HYKAR

Historical equivalent: Huns

Nomadic horse people of the steppes of eastern Talomir, the Hykar once posed a threat to Tropilium itself. The day of the horse lord seems well past, but the Hykar still threaten the border settlements of their neighbors. Worse yet, the Hykar have increasingly turned to the Black Moon as a means of extending their power.

MIRISH

Historical equivalent: Sassanid Persian.

One of the oldest human empires still extant in Talomir, Mirish once vied with Tropilium and

WARRIOR HEROES: ARMIES AND ADVENTURES

Stygustan for mastery of the continent. Following a series of setbacks at the hands of both inhumans and Hykar horse lords, the Mirish have become increasingly isolated from the west. Like the Hykar, constant exposure to Black Moon incursions, coupled with this isolation, has increasingly led to Black Moon worship here.

MOUNTAIN GIANTS

Historical equivalent: None.

Largest among the inhumans, legend has it that giants are the offspring of demon and inhuman union at the dawn of time. Whatever their origin, these massive inhumans are found in the desolate places of the inhuman lands. When gathered in sufficient numbers, giantkind often tries to carve out a land of its own, much to the dismay of other inhumans.

ORCS

Historical equivalent: Football Hooligans.

Orcs love to fight. Fortunately for them, they are good at it. Orcs range from around 5' to 8' tall, with muscular physiques. Orcs are an intimidating spectacle on the battlefield. Unfortunately for them, what they have in the way of fighting spirit they lack in brains, and many an orc warlord has been outfoxed and defeated.

Still, orcs are a fearsome race. They have carved out an extensive realm on the borders of the undead lands. A precarious existence to be sure, and it is rumored that many orcs serve the Lord of Undeath himself.

Smaller bands of orcs can be found eking out an existence in the Established Lands and beyond, raiding and laying waste in remote areas until they take some action so hideous the local authorities are forced to hunt them down.

SENIIRA

Historical equivalent: Roman Client States.

Another remnant of the Tropilium Empire, Seniira has benefited from strong neighbors able to ward off the attentions of the inhumans. Her long coastline, however, has left Seniira open to raids by the fierce Valkae and Mirholmen. On the whole, Seniirians are

content to live a mostly quiet existence in the shadow of the greater powers around them.

TREYINE

Historical equivalent: Hundred Years War English.

An offshoot of Ekra to the north, Treyine has been engaged in a long internecine conflict with its progenitor. Occasional truces have occurred as both joined forces, often at the instigation of the Brethren, to push back the Darkness.

Increasingly the Treyine army has come to rely on the services of steady yeoman bowmen, rather than on their knightly class, as Treyine's nobility has long found itself outclassed and outnumbered by Ekraen nobility.

UNDEAD

Historical equivalent: Hopefully none!

The cold northeast is the realm of the dead. Tales are told of heroes who have penetrated those lands and returned with loved ones long lost, but none now living can actually say if these tales are true.

What is known is that at times vast armies of silent undead troops set forth from this land, slaughtering all they encounter. By this very slaughter their ranks increase in number.

Just what they want when they march, and even who sets them on this path, remains a mystery. The prevailing theory is that the Lord of Undeath holds court in the east and the dead are unleashed to do his bidding.

WERERATS

Historical equivalent: None

The rat has always been man's unwanted companion. Wherever men have gone, rats have soon followed.

With the advent of the Black Moon, it seems that some rats have evolved, or perhaps some men have devolved, into a profane hybrid of the two species.

Wererats live among and under human settlements, often content to plot humanity's downfall in ones and twos. Occasionally several wererat war bands join under one charismatic leader and attempt to overthrow and supplant local

WARRIOR HEROES: ARMIES AND ADVENTURES

human authority. The Brethren take great interest in rumors of wererat activity in order to prevent such outbreaks. Recently they have received troubling reports of wererats in human form ascending to power in human settlements. Their purpose in doing so is as yet unknown.

ADVENTURER ENCOUNTER LISTS

ANIMAL CULT

The onset of the Black Moon has given rise to many cults throughout the Established Lands. Many lost souls have become disillusioned by what they see as the failure of the Red Sun to prevail over the Darkness. Some of these have turned to what they call the “Old Ways” and now worship the animal gods of old. They believe that only by placating the animal spirits of the natural world can balance and peace be restored. In this they are sadly mistaken. The “animal spirits” are simply another manifestation of the Black Moon, and so their worship leads them down the path to possession and damnation.

Animal cults can be found practicing their misguided rites in the wilder places of the world. Occasionally animal cults have taken root in the cities of the Established Lands, where they function as secret societies.

COVEN

Another of the cults springing up all over Talomir, covens seek power through the worship of an “earth mother.” While power can be gained by following this path, once again that power emanates from the Black Moon and serves only to promote the Black Moon agenda in the long run.

CREATURES

Talomir is home to a number of creatures, both magical and mundane. While not an “army list” per se, game stats for many of these creatures are provided under this heading. Most will be well known by most readers. Some of the more obscure are listed below.

Elementals are creatures composed of one of the classic elements: air, earth, wind, or fire. Elementals are tough foes and always immune from attacks of their own type. *Example: A fire elemental cannot be hurt by a fire attack.* Elementals can be found in both mountains (1–3) and in dungeons (4–6).

Furfeet/Halfolk are creatures of the forest who consort with the living wood. They are said to be great enemies of mankind and often lure travelers to

their deaths by posing as lost children in need of help. Indeed, furfeet may easily pass as human children, being human in appearance and around 3 feet tall. All furfeet share one trait that separates them from human kind, however. The tops of their feet are covered with a pelt of fur, which has given rise to their common name. Furfeet are found in valleys (1–3), mountains (4), and woods (5–6) in villages.

Gi-Ants represent a number of rather too large insects. This plague will appear in clear terrain (1–3), mountains (4), and woods (5–6).

Griffons are creatures with the head and wings of an eagle coupled with the body of a lion. Griffons are found only in mountains.

Herd Animals cover any number of mostly harmless beasts that serve as prey for other creatures. Cattle, deer, and even sheep fall into this category. Herd animals are found in clear valleys (1–4) and mountains (5–6).

Hippogriffs are creatures similar to griffons, with the head and wings of an eagle, the forequarters of a lion, and the hindquarters of a horse. Hippogriffs also are found only in mountains.

Hydras are multiheaded beasts with seven serpent heads sprouting from the body of a serpent or lion. Hydras are usually found in the mountains (1–4) or a dungeon (5–6)

Manticores are another nasty beastie with, quite unsettlingly, the head of a man, the wings of a bat, the body of a lion, and the tail of a scorpion. The manticore can be found in the mountains (1–4) or woods (5–6).

Treemen/The First Ones are nightmare creatures of living wood. They despise all life forms other than the furfeet, thought to be their keepers. Treemen will do their best to destroy any creature that enters their wood. Treemen are found only in deep, dark woods.

More commonly known creatures can be found in the following areas of Talomir:

Bear: Found in clear/hilly (1), woods (2–3), mountains (4–5), and dungeons (6).

Birds, Giant: Found in clear/hilly (1–4), woods (5), and mountains (6).

Cats, Great: Found in woods (1–3) and mountains (4–6).

Dragon: Found in mountains (1–2) and dungeons (3–6).

WARRIOR HEROES: ARMIES AND ADVENTURES

Elephants: Found in clear/hilly (1–3) and woods (4–6).

Pegasus: Found in woods (1–2) and mountains (3–6).

Rats, Giant: Found in woods (1–3), mountains (4), and dungeons (5–6).

Serpent, Giant: Found in clear/hilly (1), mountains (2–4), and dungeons (5–6).

Spider, Giant: Found in woods (1–2), mountains (3–4), and dungeons (5–6).

Unicorn: Found in woods (1–4) and mountains (5–6).

Wolf: Found in woods (1–2), mountains (3–5), and dungeons (6).

DEMONIC CULT

While the followers of animal cults and covens seek solace, albeit misguidedly, in ancient lore, members of demonic cults explicitly court the favor of the Black Moon. This worship passes as state religion in the more debased realms. In the Established Lands these cults must observe great secrecy lest they draw the attention of the Brethren.

FERAL VAMPIRE TRIBE

No one really knows why there are two types of vampires, although theories abound. What is certain is that some vampires are bestial in the extreme, and these are the creatures that form the nucleus of a feral vampire tribe.

One theory holds that feral vampires are unable to control the magical energy that pulses through their misshapen bodies. This magical energy summons the ghouls and raises the dead as the ravenors that join the vampires in their frenzy for blood.

These traveling bands of horrors have wiped out entire villages. While hard to pin down, when encountered they are often lurking in an old cemetery or skulking about the ruins of one of their conquests.

LYCAN BROTHERHOOD

Shape shifters, werewolves, or wolfmen: whatever their name, lycans are known to all races of Talomir. Lycans can often be found living a secret existence among the mundane races, or just as often maintaining their own small holdings apart from well traveled lands.

Unlike vampires, it seems that lycans retain some vestige of their former selves and thus retain the free

will required to choose between the Red Sun and Black Moon ... if they want.

MUMMY CULT

Before the age of the Red Sun, the Stygustani pharaohs ruled over vast tracts of Eastern Talomir. The greatest builders of monuments in Talomir, the Stygustani mummified their fallen leaders, along with cadres of servants to serve them in the afterlife.

With the coming of the Black Moon, some of these mummified rulers have taken on a strange half-life, rising from the dead and plotting the restoration of Stygustani rule across the east. At other times these mummies lie dormant, and rise only when some adventurer whose greed outweighs his caution desecrates the mummy's tomb.

NECROMANCER CABAL

There have always been those among mankind who seek to cheat death. Certain casters have found the means to do so, although ultimately they succeed in prolonging their lives at the cost of their humanity. The study of raising the dead, or necromancy, is consequently strongly advised against in Red Sun lands but nevertheless seductive to some.

A necromancer cabal consists of a teacher of the forbidden lore, his students, and their creations and adherents. A particularly terrible form of necromancer is the liche, a caster who has left humanity behind and become one of the most terrifying forms of the living dead.

The requirement for necromancers to have "material" on which, and a "lab" in which, to practice their vile craft often means that necromancer cabals must operate in highly populated areas — with the concurrent risk of discovery by the Brethren.

VAMPIRIC CULT

As noted previously, two types of vampire exist on Talomir. Whereas one type is little more than a blood-crazed beast, the other is much more refined and capable of great organization and cooperation when required. Such vampires often seek to live among the very people they hunt. A vampire will commonly take on the guise of noble birth; indeed it may be no guise at all, rather merely the continuation of the role the vampire played in life.

Vampires will gather about their lesser examples of their kind, as well as bewitched or deceived human accomplices to do their bidding. In some

WARRIOR HEROES: ARMIES AND ADVENTURES

places vampirism has become quite popular with the younger sons of the noble and merchant houses. With the younger sons besotted with promises of pleasures and riches otherwise unimaginable, vampires are able to carry on their unlife with impunity. Be warned, however, that no vampire retains its soul. All are bound over to the Black Moon, and doom is the ultimate fate of all their followers.



Artwork by Tony Yates

WRAITHS

These nightmare beings are thought to be the unhappy remains of former kings, dukes, and other leaders. They may be found in the environs of their burial places, seeking in death to reassert the power they wielded in life.

Rumor has it that the Lord of Undeath has several wraiths to do his bidding in the mortal realms of Talomir.

NOW WHAT?

Once you have found whom you are confronting and where they are you need to determine what the encounter will be. Roll 2d6 and check the Adventurers Encounter Table.

Adventurers Encounter Table

2d6	Farm	Village	Town	City	Dungeon
2	A	A	A/B	A/B	B
3-4	A	A	A/B	A/B	B
5	A	A	A/B	C	B
6-8	A	A	C	C	B
9	A	C	C	C	B
10-11	C	C	C	C	B
12	A	C	C	C	B

A = Raid. If you are not from the country that the settlement is in then you are the attacker. Otherwise you are the defender, including caravan guards. If in a town or city you are the attacker (1-3) or the defender (4-6).

B = Raid. In search of loot. If in a town or city the target is a single building (1-2) or a multi-building villa (3-6).

C = Talk the Talk. If at a farm or village the enemy is the local authorities (1) or a hostile group with unknown intentions (2-6). If in a town the enemy is the local authorities (1-3) or a hostile group with unknown intentions (4-6). If in a city the enemy is the local authorities (1-4) or a hostile group with unknown intentions (5-6).

WHO IS ALERT

Once contact is made in a settlement or in the wild you must determine how "alert" they are. Are they "on the edge" and ready to fight, or are they just "kicking it" and relaxing? A separate table is used when exploring dungeons and lairs.

Roll 2d6 against the modified highest Rep in the target group on the Alertness Table.

WARRIOR HEROES: ARMIES AND ADVENTURES

ALERTNESS MODIFIERS

Situation	Rep Modifier
First contact of encounter	-1
In heart of the country	-1
A target figure escaped a previous encounter	+1
On the border	+1

2

ALERTNESS TABLE

(Taken versus Rep)

PASS 2D6

- Target group is on high alert. Target group activates first!

PASS 1D6

- Target group aware. Roll for activation normally.

PASS 0D6

- Target group unaware. Other side activates first.

TALK THE TALK

Things are not going well, and you've been confronted by either the local authorities or a group of locals with unknown intent. Both sides have squared off, and you and the other Leader are between the groups, both sides waiting for the word. But maybe you won't have to fight. Instead you can "Talk the Talk."

Set up the two groups 12" apart from each other. Place the two Leaders between the two groups and 2" apart. Go to the Talk the Talk Table and have each Leader roll d6 equal to his Rep, modified by the factors below.

TALK THE TALK MODIFIERS

Situation	Rep Modifier
Player cooperated with other side in past	+2d6 to player
Side outnumbered other side by 2:1 or more	+1d6 to larger side
NPC fought you in the past	+2d6 to NPC
NPC is totally opposite alignment	+2d6 to NPC
NPC is opposed alignment	+1d6 to NPC
NPC considers you "foreigner"	+1d6 to NPC

REP

TALK THE TALK

(Counting successes)

Each die roll of 1, 2, or 3 = Success

Each die roll of 4, 5, or 6 = Failure

SCORE TWICE MORE SUCCESSES OTHER SIDE

- If Player scores more – The NPC is "swept off his feet" by the player. Will join the player's group for the remainder of the adventure. At the end of the adventure the player can add one Advancement roll.
- If the NPC scores more – "Walk the Walk".

SCORE MORE SUCCESSES THAN TASK

- If Player scores more – The NPC reacts favorably and will give the player group either one figure to help until the adventure is over or the Leader can add one Advancement roll at the end of the adventure.
- If the NPC scores more – The player agrees to give the NPC group either one figure to help until the adventure is over, in which case he returns to the player's group OR the player forfeits one Advancement roll at the end of the adventure.

SCORE SAME NUMBER OF SUCCESSES AS OTHER SIDE

- No conflict. Parties leave each other in peace.

**If one side is Full Moon and the other is Rising Sun.*

***Any combination of opposite alignments except for the above. Twilight never counts as opposing alignment.*

WALK THE WALK

For whatever reason the two sides are definitely going to fight. Now each Leader rolls 1d6 and adds the score to his Rep. The Leader with the high total is allowed to make the first move and becomes Active. After his personal Activation is over roll Activation dice normally and the battle begins in earnest.

QUEST

The quest encounter is limited to adventurers only. A quest is not one encounter but a series of encounters culminating in the rescue, recovery, or destruction of another character or thing. Roll 2d6 and compare to the Quest Table to determine the object of the quest.

WARRIOR HEROES: ARMIES AND ADVENTURES

QUEST TABLE

2d6	Type of Quest
2-7	Recover an item
8-11	Destroy someone (1-5) or something (6).
12	Rescue a person.

COMPLETING A QUEST

Each quest has a specific way to be completed successfully.

- A quest where someone or something must be destroyed is successfully completed upon the destruction of the target.
- A quest to recover, capture, or rescue is successfully completed only when the item or person is returned.
- If the quest is to recover an item, the player may choose to “just go adventuring” instead. This covers dungeon diving and other scenarios.

QUEST MECHANICS

The player starts his quest in the area he is currently in. This can be a neighborhood, city, or even a particular country. He then moves to a different area each Strategic Turn and searches for the object of his quest. Roll 2d6 and check the Is It Here? Table.

“IS IT HERE?” TABLE

2d6	Where The item Is
2-7	The object of the quest is not in the area. Roll again for an encounter normally.
8-11	The object of the quest is in this area. The player must go to the Pitched Battle encounter but using only his group. This can take place in a settlement (1-3) or a dungeon (4-6). If successful proceed to a Raid encounter with the object in the encounter.
12	The object is in the area and at a known location. Go to a Raid encounter and retrieve it.

If the player does not find the object in one area, he must search in another. If the player ends up in the last possible area, replace the results of a 2-7 score with the results of a 8-11 score.

CHALLENGES

In **Warrior Heroes** your characters can do anything you want. They can climb a wall, ride a horse, sail a ship: If you can dream it, they can do it. The Challenge system allows you to perform any action not covered under any other rule in **Warrior Heroes**.

A challenge represents the character's attempt to complete a task successfully.

DEFINING A CHALLENGE

A challenge is an out-of-the-ordinary task. Opening a door is not a challenge. Picking the lock or breaking it down would be.

A few things need to be determined to define a challenge.

OPPOSED OR UNOPPOSED CHALLENGE?

Challenges are divided into two types-

- **Opposed:** Any task that involves another character or characters opposing its completion. *Example: Attempting to wrestle a weapon from someone.*
- **Unopposed:** Any task that does not involve another character opposing its completion. *Example: Trying to pick a lock.*

CHALLENGE DIFFICULTY

After determining whether the challenge is opposed or unopposed, the player must determine how difficult the challenge is. All unopposed challenges have a Difficulty Factor (DF) as follows:

Difficulty	Difficulty Factor
Easy	1
Difficult	2
Hard	3
Are you kidding me?	5

Unless specified in an encounter, players must agree on the Difficulty Factor of a specific challenge, which is purely subjective.

All opposed challenges use the difference in Rep between the tester and the character opposing the completion of the task. *Example: Ollie, Rep 4, is*

WARRIOR HEROES: ARMIES AND ADVENTURES

trying to wrestle a weapon away from Hanfried, Rep 5. Ollie has a -1 DF against his Rep of 3.

FACING THE CONSEQUENCES

The consequence of failing a challenge must be determined prior to the attempt. They should be agreed upon and need to be in keeping with the severity of the task. *Example: Dropping down from a single-story roof may result in a twisted ankle and movement reduction if failed, while falling from a six-story building may result in death.*



Artwork by Donna Faye Nail

CHALLENGE TEST

Roll 2d6 versus the modified Rep of the tester and consult the Basic Challenge Test.

2

BASIC CHALLENGE TEST

(Taken versus Rep)

-1 to 6 depending upon difficulty
Determine consequences of failure before taking

PASS 2D6

- Challenge completed successfully.

PASS 1D6

- Almost got it! May immediately re-roll test but counting a pass 1d6 as if pass 0d6 or may stop trying.

PASS 0D6

- Failed! Character cannot attempt this Challenge again until Rep is raised.

HOW DO YOU WIN?

How do you win in real life?

Winning takes on many forms. Winning a battle may be a win. Having a successful patrol could be a win. Sometimes just getting back alive can mean that you win. Winning is up to you.

And sometimes you can't win! Maybe you run into a dragon (highly unlikely) and you can't beat him. Live with it, it happens. Remember, it's a campaign game. Now if you play a one-off battle and you run into a dragon, that's another story.

Me? I prefer to think I'm living a story when I play, and each encounter is a chapter in a book. If I look back at the end of the game and say, "Hey, I had a good time and it was fun," then I won.

QUICK REFERENCE SHEETS

We've gathered together tables from the rules that you use when you play **Warrior Heroes: Armies and Adventures** and placed them on the Quick Reference Sheets. You usually will NOT use all these tables, but we've grouped them together as a convenience for you when you DO use them.

EPILOGUE

With a sickening "snick", the blade sliced through the creature's neck, sending a geyser of black blood gushing like a fountain. Then all was silence.

Hengist, feeling wearier than he had ever thought he could, leaned back against the cool stone wall and sank to the ground, breathing heavily. After taking a moment to gather his wits and control his breathing, he looked at the carnage around him.

Wiping his blade on what passed for one of the foul creatures' tunics, his eyes came to rest on the still form of Rothergar. The dwarf had fallen in battle with a creature nearly three times his size. The monster had picked up the flailing dwarf and then forcefully discarded him as a child might a plaything that no longer held any interest. The impact had done what neither blade nor shaft had been able to accomplish.

"He will be missed by his clan." By speaking Silva gave form to Hengist's own thought. "His steady heart and ready fellowship were always welcome, whether in a desperate fight or simply enduring the hardships of the trail."

"Aye, we will honor his memory," grunted Hengist.

WARRIOR HEROES: ARMIES AND ADVENTURES

The elf and the man laid their friend under a cairn outside the cave so that no beast might make sport with the corpse.

There followed a careful search of the creatures' lair that turned up something unexpected.

Hengist studied the parchment scroll with the intensity of a healer trying to identify a suspicious unguent. "It would seem the depredations of these fiends were part of some much greater evil. Rather than an end, this would seem to be only the beginning."

With that Hengist carefully tucked the parchment in his pack.

"Get some rest. We have a long journey in front of us."

WARRIOR HEROES: ARMIES AND ADVENTURES

INDEX

- About face, 45
- Actions, 19, 65
- Activation, 11, 19, 25, 31, 32, 33, 34, 38, 39, 47, 48, 49, 50, 51, 52, 53, 54, 57, 77
- Adventurer, 1, 12, 14, 15, 16, 71, 74, 75
- Alertness, 57, 58, 76, 77
- Ambush, 51
- Antidotes, 37
- Armor, 6, 7, 9, 23, 25, 37
- Army list, 17, 70
- Artillery, 9, 10, 43, 45
- Auto-kill, 24
- Banners, 44
- Base, 5, 18, 44, 54
- Battle, 14, 17, 31, 32, 33, 35, 39, 43, 44, 46
- Battle of Wills, 31, 32, 33
- Beast, 10, 23, 26, 41
- Big Bad, 10, 48, 53, 57, 58
- Big Battle, 1, 39, 43, 44, 46
- Black Moon, 5, 6, 13, 28, 29, 31, 33, 41, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76
- Blast, 10, 11, 28, 33, 43
- Body, 26, 43, 44, 45, 46, 51, 74
- Building, 17, 20, 49, 50, 51, 52, 53, 76, 79
- Campaigns, 1, 41
- Caravan, 14, 15
- Caster, 4, 5, 10, 12, 16, 21, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 63, 75
- Challenge, 57, 78, 79
- Characters, 1, 2, 4, 5, 9, 10, 11, 13, 15, 39, 47, 49, 51, 78
- Charge, 3, 11, 17, 20, 21, 22, 24, 30, 33, 34, 45, 51, 65
- Charge test, 3, 11, 17, 20, 21, 30, 33, 51
- Cheating death, 4
- Class, 6, 9, 15
- Climb, 10
- Combat value, 10, 11, 12, 13, 15, 16, 17, 35, 41, 46, 47, 48, 49, 51, 53, 58, 61, 62
- Control test, 23
- Creatures, 6, 7, 9, 10, 11, 31, 36, 41, 65, 68, 70, 71, 72, 74, 75, 79, 80
- Crisis test, 11, 21, 26, 27, 40, 44
- Darklands, 5, 70
- Dazzle, 28, 30, 33, 38
- Disease, 11, 37
- Dismount, 11, 23, 26, 45
- Dread, 11, 22, 24, 25, 27, 40
- Dual, 9, 64
- Elite trained, 11, 12, 25
- Encounter, 10, 12, 14, 15, 16, 17, 26, 27, 32, 34, 39, 41, 42, 52, 53, 61, 65, 66, 68, 70, 74,
- Encounter Rating, 12, 35, 42, 43, 47, 49, 51, 61, 62
- Escape, 26, 33, 38, 61
- Established Lands, 5, 14, 70, 71, 72, 73, 74, 75
- Fanatic, 11, 27
- Fast Movement, 3, 19
- Fight room, 8, 9, 12, 25, 43
- Fire, 11, 20, 23, 59, 65
- Firing damage, 9, 11, 23, 55
- Flank, 3, 22, 23, 24, 44, 48, 50, 51, 52, 53, 63, 65
- Flier, 11, 20
- Free Will, 4
- Frenzy, 11, 22, 23, 24, 25
- Give Ground, 45

WARRIOR HEROES: ARMIES AND ADVENTURES

Group, 1, 3, 4, 5, 6, 12, 13, 17, 19, 20, 21, 22, 24, 25, 27, 28, 33, 35, 38, 41, 42, 43, 47, 48, 49, 50, 51, 53, 59, 60, 61, 63, 65, 76, 77, 78

Grunts, 4, 12

Halt, 22, 24, 25, 33, 45, 46, 61, 65

Hardiness, 6, 7, 10, 11, 12, 16, 23, 25, 26, 27, 30, 31, 33, 44, 63

Healers, 12, 39

Home, 4, 5, 27

Impact, 7, 8, 9, 10, 37, 55

Interpenetrating, 45

Lair, 53, 54, 55, 57, 58, 59, 60, 80

Lair construction, 54

Larger Than Life, 4

Leader, 12, 13, 14, 15, 17, 19, 22, 24, 26, 46, 47, 65, 77

Line of sight, 11, 17, 22, 28, 30, 33, 34, 48

Loot and Booty, 50, 60

Magic, 11, 28, 29, 30, 31, 33, 34, 35, 36, 37, 38, 39, 40, 44

Magic Resistance, 11, 29

Melee, 8, 9, 15, 22, 23, 24, 25, 26, 63, 64

Missile, 9, 15, 22, 23, 32, 33, 37, 43, 45, 64

Mounted, 3, 9, 11, 22, 24, 26, 45, 54, 64

Movement, 19

Nonplayer characters, 4, 4, 10, 15, 16, 23, 26, 35, 48, 50, 51, 53, 62, 63, 64, 65, 77

Patrol, 43, 47, 52

PC, 4, 11, 12, 13, 16, 44, 52, 54, 59, 63, 64, 65

PEF - Possible enemy force, 47, 48, 50, 51, 52, 53, 54, 59, 60, 62, 63, 65

Pick lock, 12, 56, 57

Poison, 11, 36, 37

Potions, 39

Pursuit, 46, 60, 61

Quest, 77, 78

Raid, 5, 36, 43, 49, 50, 51, 53, 60, 61, 76, 78

Rampaging beasts, 23

Range, 7, 8, 9

Reaction tests, 21, 28

Rear, 3, 4, 5, 17, 22, 24, 44

Recovery, 27, 30, 39, 59

Recruiting, 12, 13, 35

Red Sun, 5

Rep or Reputation, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 43, 44, 45, 46, 47, 48, 49, 51, 52, 55, 57, 58, 59, 61, 63, 65, 76, 77, 78, 79

Replacements, 12, 13

Retire, 21, 23, 45, 64, 65

Rout, 14, 24, 26, 27, 44, 46

Scouting, 48

Shield and shield dice, 7, 8, 9, 23, 25, 26, 31

Shooting, 3, 9, 11, 22, 24, 33, 65

Skill 12, 16, , 23, 38, 51, 57, 77, 79

Social advancement, 4

Social standing, 6, 11, 12, 13, 16

Spell, 10, 28, 29, 30, 31, 32, 33, 34, 36, 38, 63

Stars, 4, 7, 22, 23

Strategic Turn, 12, 41, 42, 78

Talk the Talk, 16, 76, 77

Talomir, 5, 10, 15, 34, 38, 66, 68, 70, 71, 72, 74, 75, 76

Terrain, 2, 3, 17, 18, 19, 22, 33, 45, 46, 47, 48, 49, 51, 52, 61, 62, 65, 68, 74

Terrain, 3, 17, 18, 46, 47, 48, 49, 51, 61, 62

Terror, 11, 22, 24, 25, 36, 40

Test of Wills, 3, 11, 17, 20, 21, 22, 30, 33, 41, 50, 53, 54, 63, 65

Traps, 54, 55, 58

Turn Sequence, 19

Unit, 3, 6, 14, 24, 40, 43, 44, 45, 46, 47

Vicious, 11, 25

Walk the Walk, 77

Wheeling, 45

WARRIOR HEROES: ARMIES AND ADVENTURES



WARRIOR HEROES: ARMIES AND ADVENTURES

ARMY LISTS

WARRIOR HEROES - ARMIES AND ADVENTURES

ARMY LISTS

"Various" melee weapons are any melee weapon or pistols/hand crossbows/throwing axes.

"Various" missile weapons are bows, slings, javelins, pistols but not long bows, crossbows, or arquebus's.

The following armies may substitute either a cannon or ballistae on a rerolling roll of 10.

Altengard	Cannon	Orcs	Catapult or Ballistae	Add 1 Roll for each crew member
Ekra	Cannon	Goblins	Catapult or Ballistae	
Red Dwarf	Cannon	Mirish	Catapult or Ballistae	
Treyine	Cannon	Brethren	Catapult or Ballistae	

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Artillery	Missile	Can/Bal	4	2	1	10	3	5	Terror, Artillery, three figure crew
Artillery	Missile	Catapult	4	2	1	10	3	5	Terror, Blast, three figure crew

Altengard

Alignment: Full Sun

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Knights	Mtd Melee	Various	5	6	12	8 or 12	-	2	Elite Trained
Skirmishers	Missile	Various	4	2	8	2 or 6	-	1	
Infantry	Melee	Various	4	4	6	3, 4, 5, or 11	-	1	
Merc Arquebuses	Missile	Arquebus	4	3	6	7	-	1	
Merc Lendsmen	Melee	Pole Arm	4	3	6	10	-	1	
Merc Horse	Mtd Missile	Various	4	2	16	9	-	1	

Beastmen

Alignment: Rising Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Beastmen	Missile	Various	3	2	8	3, 4, or 11	-	1	Terror
Beastmen	Melee	Various	4	3	8	5, 6, 8, 9, or 10	-	2	Terror, Vicious
Great Beastmen	Melee	Various	5	4	8	2, 7, or 12	-	2	Terror, Vicious

Black Moon Incarnate

Alignment: Full Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Major Demon	Melee	2HW	7	7	6	2	3	12	Frenzy, Dread, Caster, M Resist
Minor Demon	Melee	2HW	6	5	8	3 or 11	3	10	Fanatic, Terror, Blast, M Resist
Petty demon	Melee	HW	5	4	10	5 or 6	2	7	Fanatic, Terror, Blast, M Resist
Winged Men	Mtd Missile	Various	3	2	16	9	-	1	Fly, Terror
Gargoyles	Mtd Melee	HW	5	4	12	4 or 10	2	6	Fly, Terror
Horde	Melee	Various	3	2	8	7, 8, or 12	-	1	

Border Kingdoms

Alignment: Setting Sun

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Retinue Cavalry	Mtd Melee	Various	5	4	12	5, or 6	-	2	Elite Trained
Retinue Infantry	Melee	Various	4	4	6	2, 9, or 12	-	1	
Borderers	Melee	Various	4	2	8	3, 4, 7, or 8	-	1	
Skirmishers	Missile	Various	3	2	8	10 or 11	-	1	

Brethren

Alignment: Full Sun

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Brother Knight	Mtd Melee	Various	6	4	12	3 or 8	-	2	Elite Trained, M. Resist
Brother Sergeants	Mtd Melee	Various	5	4	12	9 or 11	-	2	Elite Trained
Heavy Spearmen	Melee	Spear	4	4	6	5 or 7	-	1	
Peasant Foot	Melee	IW	3	2	8	6	-	1	
Crossbow	Missile	Crossbow	4	3	6	4 or 10	-	1	
Peasant Archers	Missile	Various	3	2	8	2 or 12	-	1	

Capalan League

Alignment: Twilight

Army Type C

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Knights	Mtd Melee	Various	5	6	12	4 (1-3)	-	2	Elite Trained
City Knights	Mtd Melee	Various	4	4	12	8 and 12	-	1	
Guards	Melee	Various	5	3	6	4 (4-6)	-	1	
City Spearmen	Melee	Spear	3	2	8	7 and 10	-	1	
City Crossbowmen	Missile	Crossbow	3	2	8	6	-	1	
Contadini Infantry	Melee	Various	3	2	8	5	-	1	
Contadini Archers	Missile	Various	3	2	8	9 and 11	-	1	
Merc Arquebuses	Missile	Arquebus	4	2	8	2 and 3	-	1	

WARRIOR HEROES - ARMIES AND ADVENTURES

Centaur									
Alignment: Twilight									
Army Type B									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Heavy Centaur	Mtd Melee	Various	5	4	12	6 or 8	-	2	Terror
Centaur	Mtd. Melee	Various	4	2	16	4, 5, 9, or 10	-	1	Terror
Centaur Archers	Mtd Missile	Various	4	2	16	2, 3, 7, 11, or 12	-	1	Terror

Dwarves - Black Moon									
Alignment: Full Moon									
Army Type A									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Crossbows	Missile	Crossbow	4	2	6	4	-	1	Elite Trained
Soldiers	Melee	Various	4	4	6	6, 7, 8, 9, or 10	-	2	Frenzy
Disciples of Null	Melee	Various	5	4	6	5	-	2	
Servants of Null	Melee	Various	6	2	6	3, 11, or 12	-	2	Fanatic, Frenzy
Mounted Troops	Mtd Melee	Various	5	3	12	2	-	2	Frenzy

Dwarves - Red Sun									
Alignment: Full Sun									
Army Type C									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Crossbows	Missile	Crossbow	4	4	6	4, 10 or 11	-	1	
Soldiers	Melee	Various	5	4	6	6, 7, 8, or 9	-	2	Elite Trained
Anvil Guard	Melee	Various	6	6	6	5	-	2	Elite Trained
Berserks	Melee	Various	6	2	6	2, or 12	-	2	Fanatic, Frenzy
Mounted Troops	Mtd Melee	Various	5	4	12	3	-	2	Frenzy

Ekra									
Alignment: Setting Sun									
Army Type A									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Knights	Mtd Melee	Various	5	6	12	6, 9, or 11	-	2	Elite Trained
Infantry	Melee	Various	3	4	6	4, or 8	-	1	
Crossbow	Missile	Crossbow	4	2	8	7, or 10	-	1	
Peasant Foot	Melee	IW	3	2	8	5	-	1	
Merc Arquebuses	Missile	Arquebus	4	2	8	2 or 3	-	1	
Peasant Archers	Missile	Various	3	2	8	12	-	1	

Elves - Black Moon									
Alignment: Full Moon									
Army Type C									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Wild Elves	Dual	Long Bow	5	2	8	4	-	1	Elite Trained
Disciples	Melee	Various	4	2	8	6 or 10	-	1	Frenzy
Devotees	Melee	Various	5	2	8	2	-	1	Frenzy
Shooters	Missile	Long Bow	4	2	8	3 or 7	-	1	Elite Trained
Brethren	Melee	Various	5	4	6	5, 8, or 9	-	2	
Black Brethren	Melee	Various	6	4	6	11	-	2	Elite Trained
Mounted Troops	Mtd Dual	Long Bow	5	4	12	12	-	2	Elite Trained

Elves - Silver									
Alignment: Twilight									
Army Type C									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Woodland Brothers	Dual	Long Bow	5	2	8	4	-	1	Elite Trained
Archers	Missile	Long Bow	5	4	6	3 or 7	-	2	Elite Trained
Marines	Dual	Long Bow	5	4	6	5, or 10	-	2	
Soldiers	Melee	Various	5	4	6	6, 8, or 9	-	2	
Guard	Melee	Various	6	4	6	2 or 12	-	2	Elite Trained
Mounted Troops	Mtd. Dual	Long Bow	5	4	12	11	-	2	Elite Trained

Goblins									
Alignment: Rising Moon									
Army Type A									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Archers	Missile	Various	3	2	6	6 or 9	-	1	
Goblins	Melee	Various	3	2	6	3, 7, or 11	-	1	Frenzy
Greater Ogres	Melee	2HW	5	4	6	2, or 12	3	7	Terror
Riders	Mtd. Dual	Various	3	2	16	4 or 5	-	1	Terror
Black Moon Goblins	Melee	Various	4	4	6	8	-	2	Frenzy
Chariot	Mtd. Dual	Various	4	4	10	10	3	6	Terror, Any Crew

WARRIOR HEROES - ARMIES AND ADVENTURES

Hykar

Alignment: Rising Moon

Army Type B

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Noble Cavalry	Mtd. Dual	Various	5	4	12	2 or 12	-	2	
Cavalry	Mtd. Dual	Various	4	2	16	4, 6, 7, 8, or 9	-	1	
Jurgan	Melee	Various	3	2	8	10, or 11	-	1	
Jurgan Nobles	Mtd. Melee	Various	3	4	12	3	-	1	
Jurgan Archers	Missile	Various	3	2	8	5	-	1	

Mirish

Alignment: Rising Moon

Army Type B

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Clibinari	Mtd. Melee	Various	5	5	12	2, 3 5 9, 11, 12	-	2	
Cataphracts	Mtd. Dual	Various	5	6	12	7	-	2	
Hykar Cavalry	Mtd. Missile	Various	4	4	16	6	-	1	
Elephants	Mtd. Dual	Various	4	3	10	10	3	6	Terror, Beast, Any Crew
Levies	Melee	Various	3	2	8	8	-	1	
Skirmishers	Missile	Various	4	2	8	4	-	1	

Mountain Giants

Alignment: Rising Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Hill Giant	Melee	2HW	7	6	10	5, 6, 8, or 9	5	15	Terror, Artillery
Mountain Giants	Melee	2HW	8	6	10	7	5	16	Terror, Artillery
Trolls	Melee	2HW	6	4	8	2, 3, or 12	3	9	Terror, Frenzy, Beast
Greater Ogres	Melee	2HW	5	4	6	4, 10, or 11	3	7	Terror

Orcs

Alignment: Rising Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Bug Bears	Melee	Various	5	2	8	9	-	1	Frenzy
Orcs	Melee	Various	4	2	8	3, 5, or 7	-	1	Frenzy
Trolls	Melee	2HW	6	4	8	10	3	9	Terror, Frenzy, Beast
Riders	Mtd. Dual	Various	5	2	16	4	-	1	Terror
Archers	Missile	Various	4	2	8	8	-	1	
Greater Ogres	Melee	2HW	5	4	6	2 or 12	3	7	Terror
Black Moon Orcs	Melee	Various	5	4	6	6	3	7	Frenzy
Chariot	Mtd. Dual	Various	6	4	10	11	3	7	Terror, Any Crew

Seniira

Alignment: Setting Sun

Army Type C

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Veterans	Melee	Various	5	4	6	5	-	2	
Marines	Dual	Various	4	4	6	7 or 8	-	1	
Auxiliaries	Melee	Various	4	4	6	2, 4, 9, 10, 11, or 12	-	1	
Archers	Missile	Various	4	2	8	3 or 6	-	1	

Treyine

Alignment: Setting Sun

Army Type C

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Knight	Mtd. Melee	Various	5	6	12	12	-	2	Elite Trained
Infantry	Melee	Various	4	4	6	4 or 10	-	1	
Archers	Missile	Long Bow	4	2	8	5, 6, 7, 8, or 9	-	1	Elite Trained, Stakes
Borderers	Melee	Various	4	2	8	11	-	1	Frenzy
Merc Arquebuses	Melee	Arquebus	4	4	6	2 or 3	-	1	

Undead

Alignment: Full Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Cavalry	Mtd. Melee	Various	3	2	12	2, 9, or 12	-	1	Undead, Terror
Archers	Missile	Various	3	2	6	3, 4, or 5	-	1	Undead, Terror
Infantry	Melee	Various	3	2	6	6, 7, 8, or 11	-	1	Undead, Terror
Chariot	Mtd. Dual	Various	3	4	10	10	3	6	Undead, Terror, Any Crew

WARRIOR HEROES - ARMIES AND ADVENTURES

Wererats									
Alignment: Full Moon									
Army Type A									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Armored Rodent	Melee	Various	4	4	8	3, or 6	-	2	Terror, Frenzy
Packrats	Melee	Various	3	2	10	4, 5, 7, or 9	-	1	Terror, Frenzy, Vicious
Skirmishers	Missile	Various	3	2	10	8	-	1	Terror
Giant Rats	Melee	HW	5	4	16	11	-	2	Terror, Frenzy, Vicious
Assassins	Dual	Various	5	3	10	2	-	2	Terror, Poison
Bigguns	Melee	2HW	5	4	6	12	3	7	Terror
Hvy Arquebus	Missile	H Arquebus	3	3	6	10	2	3	Requires two rat team

ADVENTURER ENCOUNTERS ONLY LISTS

The list's Big Bad's base type is noted with an "**"

Animal Cult									
Alignment: Twilight									
Army Type A									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Shaman/Witch*	Melee	Various	4	2	8	2, 3, 11, or 12	-	1	Caster, M Resist
Cultists	Melee	Various	3	2	8	4, 6, or 7	-	1	
Local Troops	Var.	Various	?	?	?	5	?	?	Roll on army list of locality
Bear	Melee	2HW	4	3	12	8, 9, or 10	3	7	Frenzy, Terror, Vicious
Cats	Mtd Melee	HW	5	2	16	8, 9, or 10	-	1	Vicious
Wolf	Mtd Melee	HW	4	2	16	8, 9, or 10	-	1	Frenzy, Vicious

Coven									
Alignment: Rising Moon									
Army Type A									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Magister *	Melee	Various	6	3	8	2 or 12	-	2	Caster, M Resist
Witch	Melee	Various	4	2	8	3 or 11	-	1	Caster, M Resist
Beastmen	Missile	Various	3	2	8	9	-	1	Terror
Beastmen	Melee	Various	4	4	8	8	-	2	Terror, Vicious
Great Beastmen	Melee	Various	5	4	8	10	-	2	Terror, Vicious
Wolves	Mtd Melee	HW	4	2	16	4, 5, 6, or 7	-	1	Frenzy, Vicious

Creatures									
Alignment: Varies									
Army Type A									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Bear	Melee	2HW	4	3	12	Varies	3	7	Frenzy, Terror, Vicious
Birds, Giant	Mtd Melee	2HW	5	2	16	Varies	-	2	Fly, Vicious
Cats, Great	Mtd Melee	HW	5	2	16	Varies	-	1	Vicious
Dragon, Mature	Melee	2HW	10	8	24	Varies	8	33	Fire, Terror, Fly, Vicious
Dragon, Young	Melee	2HW	5	8	16	Varies	4	14	Fire, Terror, Fly, Vicious
Elemental	Melee	2HW	6	5	16	Varies	4	10	Terror
Elephants	Mtd Melee	2HW	4	3	10	Varies	3	6	Terror, Beast
Furfeet/Halffolk	Missile	Various	3	2	6	Varies	-	1	Elite Trained (for Missile only)
Gi-Ant	Melee	2HW	4	6	12	Varies	2	7	Vicious, Terror, Climb, Beast
Griffon	Melee	2HW	5	3	16	Varies	-	2	Fly, Vicious
Herd Animals	Mtd Melee	IW	3	3	16	Varies	1	2	Beast
Hippogriff	Mtd Melee	HW	4	3	16	Varies	-	2	Vicious, Fly
Hydra	Melee	2HW	5	7	12	Varies	7	19	Terror, Vicious,
Manticore	Melee	HW	4	4	16	Varies	3	7	Fly, Terror, may fire as Long Bow
Pegasus	Mtd Melee	HW	4	2	16	Varies	-	1	Fly, Vicious
Giant Rats	Melee	HW	5	4	16	Varies	2	7	Terror, Frenzy, Vicious, Beast
Serpent, Giant	Melee	2HW	6	5	12	Varies	5	13	Terror, Poison
Spider, Giant	Melee	IW	4	4	16	Varies	2	6	Poison, Climb, Terror
Treeman/First One	Melee	2HW	7	5	10	Varies	5	14	Terror, Artillery
Unicorn	Mtd Melee	HW	4	2	18	Varies	3	5	M Resist, Vicious
War dogs	Melee	HW	4	2	16	Varies	-	1	Vicious
Wolf	Mtd Melee	HW	4	2	16	Varies	-	1	Frenzy, Vicious

Demonic Cult									
Alignment: Full Moon									
Army Type A									
Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Major Demon	Melee	2HW	7	7	6	11	3	12	Frenzy, Terror, Caster, M Resist
Minor Demon	Melee	2HW	6	5	8	4	3	10	Fanatic, Terror, Blast, M Resist
Petty demon	Melee	HW	5	4	10	2 or 3	2	7	Fanatic, Terror, Blast, M Resist
Possessed Mage*	Melee	Various	5	2	8	10 or 12	2	5	Caster, Terror, M Resist
Cultists	Melee	Various	3	2	8	5, 7, 8, or 9	-	1	
Local Troops	Special	Special	?	?	?	6	?	?	Roll on army list of locality

WARRIOR HEROES - ARMIES AND ADVENTURES

Feral Vampire Tribe

Alignment: Full Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Vampire *	Melee	2HW	6	6	16	12	4	13	Dread, Frenzy, M Resist
Vampire Fledgling	Melee	Various	5	6	16	3, or 11	2	7	Dread, Frenzy, M Resist
Ghoul	Melee	HW	4	2	8	4, 5, or 10	-	2	Terror, Frenzy, Disease
Ravener	Melee	HW	3	2	16	2, 6, 7, 8, or 9	-	1	Terror, Frenzy, Undead

Lycan Brotherhood

Alignment: Rising Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Alpha Male *	Melee	2HW	6	4	16	Big Bad (2)	3	8	Terror, M. Resist
Brotherhood	Melee	Various	5	4	12	3 or 8	2	6	Frenzy, M. Resist
Pack	Melee	Various	5	4	12	9 or 11	-	2	Frenzy
Local Troops	Various	Various	?	?	?	5 or 7	-	?	Roll on army list of locality

Mummy Cult

Alignment: Rising Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Mummy Priest (1-2)*	Melee	Various	6	3	6	2 or 12	3	9	Caster, Dread, Undead, M Resist
OR									
Necromancer (4-6)*	Melee	Various	5	3	8	2 or 12	-	2	Caster, Dread, M Resist
Animated Dead	Melee	Various	3	2	8	7, 8, or 10	-	2	Frenzy, Terror, Undead, Disease
Mummies	Melee	Various	4	2	8	3, 9, or 11	2	5	Frenzy, Terror, Undead, M Resist
Cultists	Melee	Various	3	2	8	4, or 6	-	1	
Local Troops	Special	Special	?	?	?	5	?	?	Roll on army list of locality

Necromancer Cabal

Alignment: Full Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Liche (1-2) *	Melee	Various	6	3	6	2 or 12	3	8	Caster, Dread, M Resist
OR									
Necromancer (4-6)*	Melee	Various	5	3	8	2 or 12	-	2	Caster, Dread, M Resist
Student	Melee	Various	4	2	8	3 or 11	-	1	Caster, M Resist
Animated Dead	Melee	Various	3	2	8	7, 8, 9, or 10	-	1	Frenzy, Terror, Undead
Cultists	Melee	Various	3	2	8	4, 5, or 6	-	1	

Vampiric Cult

Alignment: Full Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Vampire Lord *	Melee	2HW	6	6	12	2 or 12	4	12	Dread, Caster
Vampire	Melee	Various	5	4	12	3 or 11	3	7	Dread, Frenzy
Local Troops	Special	Special	?	?	?	6, 10	?	?	Roll on army list of locality
Undead Troops	Special	Special	?	?	?	5 or 7	?	?	Roll on Undead List
Enthralled	Melee	Various	3	2	8	8 or 9	-	1	
Hanger On	Melee	Various	4	2	8	4	-	1	Caster

Wraith

Alignment: Full Moon

Army Type A

Type	Class	Weapon	Rep	AC	Move	Recruit	Hardiness	CV	Notes
Wraith *	Melee	2HW	6	6	8	2 or 11	4	13	Dread, Frenzy, M Resist
Liche	Melee	Various	5	3	6	3 or 12	3	7	Caster, Dread, M Resist
Cavalry	Mtd Melee	Various	3	2	12	9	-	1	Undead, Terror
Archers	Missile	Various	3	2	6	4, or 5	-	1	Undead, Terror
Infantry	Melee	Various	3	2	6	6, 7, or 8,	-	1	Undead, Terror
Chariot	Mtd Dual	Various	3	4	10	10	3	6	Undead, Terror, Any crew

WARRIOR HEROES- ARMIES AND ADVENTURES

RANGED WEAPONS - BASIC

Type of Ranged Weapon	Impact	Range
Arquebus (2h)	7	8
Axe, throwing (2)	4	2
Bow, cross (2h) (4)	7/5	16
Bow, cross, hand (3)	3	4
Bow, long (2h) (4)	7/5	16
Bow, short (2h)	5	12
Javelin (2)	3	2
Pistol (2)	7	1
Sling	4	4

(2h) Signifies that the weapon requires two hands to use.

1. Figures may carry an unlimited number of these.
2. Figures may carry up to two of these
3. Figures may carry only one of these.
4. Count value to the left of the "/" if at 2" or less and the value on the right of the "/" if farther out.

ARMOR TABLE

Type of Armor	AC	Movement Foot / Mtd.
None, Padded, or Partial Leather	2	8/16
Chain w/ Padded or Leather	3	6/12
Chain w/ some Plate or Scale	4	6/12
Half Plate	5	6/12
Full Plate	6	6/12
Half Dragon Scale	7	6/12
Full Dragon Scale	8	6/12

FIRING DAMAGE TABLE

Die Score	Lrg. Shield or cover	Med. Shield or Armored Protected	Armor Pierced
1	OOF	OOF	OOF
2	OOF	OOF	OOF
3	x	OOF	OOF
4	x	x	OOF
5	x	x	x
6	C*	C*	C*

OD = Obviously Dead OOF = Out of Fight X = No Result, C = Control Test.

MASS BATTLE QRS 1

Rep

FIRING TABLE

Taken vs. Rep and counting successes

- +1d6 if target armor is protected versus weapon
 - +1d6 if shooter is bow armed (short or long).
 - +1d6 if shooter is magazine weapon armed
 - 1d6 if target fired on by firearms
 - 2d6 if shooter fast moves before firing
- Elite Trained missile troops will ALWAYS count a minimum of pass 1d6.

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

SCORE TWO MORE SUCCESSES THAN TARGET.

- High scorer inflicts 1 hit + 1 additional hit per 2 figures firing.
- High scorer melee body will charge.*
- Other side inflicts one hit per 4 firing figures.

SCORE ONE MORE SUCCESS THAN TARGET.

- High scorer inflicts 1 hit + 1 additional hit per 3 figures firing.
- High scorer frenzy body will charge.*
- Other side inflicts one hit per 4 firing figures.

SCORE SAME NUMBER OF SUCCESSES AS TARGET.

- Each side inflicts one hit per 4 firing figures.

Any fractional hits remaining are resolved by a single roll of 1d6. On a 1 or a 2 a hit is counted.

Example: 6 figures score "one hit per 4 firing figures". The player inflicts 1 hit for the first four figures and one additional hit for the remaining two if he rolls 1 or 2 on a six-sided die.

*Figures defending fortifications or in shield wall will not charge.

1

CONTROL TEST

Taken vs. Rep and counting number of passed dice
 Stars may choose number of passed dice

PASS

- No Result

FAIL

- **Melee figure:** Involuntary Advance: Melee Figure will fast move towards the shooter and engage in melee if contact is made.
- **Missile figure:** Retire.
- **Both:** In addition adjacent figure to either flank also takes Control Test.

WARRIOR HEROES- ARMIES AND ADVENTURES

2 HARDINESS MISSILE CHECK

Taken vs. Hardiness and counting number of d6 passed

A score of "6" is always a failure.

PASS 2D6

- **Startled!** Figure stops in place and will continue movement next activation.

PASS 1D6

- **Wounded!** = If armor was *protected* then count as if passing 2d6. If armor was *pierced* then immediately re-roll counting a result of pass 1d6 as if passing 0d6.
- **Chariot** is immobilized. Crew may dismount and fight on foot if controlling player has figures available. Otherwise it is **Out of Fight**.
- **War Engine** is silenced for one activation. It may fire again after spending one activation neither firing nor moving.
- **Beast** rampages.

PASS 0D6

- Original result applies!

2 LD FAST MOVEMENT

Taken vs. Rep and counting number of d6 passed

PASS 2D6

- Figure adds 3" (6" if mounted) to move.

PASS 1D6

- Figure adds 1" (2" if mounted) to move.

PASS 0D6

- Figure moves normal movement.

Rep TEST OF WILLS

Taken when sides come to within 8" of each other.

Taken vs. highest Rep figure of both bodies.

Stars may choose number of successes
(Counting successes)

+1d6 if checking versus an enemy's flank or rear

-1d6 Figure is subject to Terror/ Dread.

Undead will always pass their maximum d6

Frenzy will ALWAYS pass a minimum of 2d6.

Dazed targets will always count as scoring one less success than the enemy.

Each die roll of 1, 2, or 3 = Success

Each die roll of 4, 5, or 6 = Failure

SCORE 3 OR MORE SUCCESSES THAN ENEMY.

- Melee will check to charge counting as if Frenzy for the purpose of the Charge Check only. **

SCORE 2 MORE SUCCESSES THAN ENEMY.

- Mounted melee will check to charge counting as Frenzy for the purpose of the Charge Check only.
- Foot Melee will check to charge. **

SCORE 1 MORE SUCCESS THAN ENEMY.

- Melee will test to charge. **

SCORE SAME NUMBER OF SUCCESSES AS ENEMY.

- Both halt in place and do nothing.

***If defending works or walls will not check to charge.
If out of charge reach will advance full move instead.*



MASS BATTLE QRS 2

WARRIOR HEROES- ARMIES AND ADVENTURES

Rep CHARGE TEST

*Taken by Leader of the charging and defending unit.
Star may choose number of successes
(Counting successes)*

+1d6 if checking versus an enemy's flank or rear

-1d6 Figure is subject to Terror/ Dread

-1d6 Mounted figure charging stakes

Frenzy will ALWAYS pass a minimum of 2d6.

Undead will ALWAYS pass a minimum of the same number of successes as the enemy.

Fanatics will ALWAYS pass a minimum of the same number of successes as the enemy.

Each die roll of 1, 2, or 3 = Success

Each die roll of 4, 5, or 6 = Failure

SCORE 3 OR MORE SUCCESSES THAN DEFENDING GROUP.

- All charge and enemy routs

SCORE 2 MORE SUCCESSES THAN DEFENDING GROUP.

- Mounted charging foot will cause foot to rout.
- All others charge and neither may fire or cast.

SCORE 1 MORE SUCCESS THAN DEFENDING GROUP.

- All charge and both sides may fire and cast.

SCORE THE SAME NUMBER OF SUCCESSES AS DEFENDING GROUP.

- Foot trying to charge mounted, and any missile armed, will halt.
- Others charge after defender fires and casts.

SCORE FEWER SUCCESSES THAN DEFENDING GROUP.

- All halt and defender may fire and/or cast.
- Attacker may fire and/or cast after defender has resolved fire/casting.

REP MELEE TABLE MODIFIERS

(Counting successes)

+1d6 Body is Frenzy or Pole Arm on contact.

+1d6 if armor is protection versus weapon

+1d6 Body on larger bases.

+1d6 Uphill from enemy

+1d6 Defending fieldworks or wall

-1d6 Body is subject to Terror/ Dread

-1d6 Fighting outnumbered – (Hardiness = # figures)

Elite Trained or Vicious melee Bodies will ALWAYS count a minimum of pass 1d6.

Each die roll of 1, 2, or 3 = Success

Each die roll of 4 or 5 = Failure

Each die roll of 6 = Shield Dice or Failure

MELEE RESULTS TABLE

SCORE 3 OR MORE SUCCESSES THAN ENEMY.

- **Feed the Ravens!** Higher Hardiness will seek next target within 3" and to their front while mounted rides through.
- Winner inflicts 1 OOF + 1 additional OOF per two figures engaged.
- Loser inflicts 1 OOF per four figures engaged.

SCORE 2 MORE SUCCESSES THAN ENEMY.

- **Turning the Tide!**
- If losing body's armor is pierced, Winner inflicts 1 OOF + 1 additional OOF per three figures engaged. Loser inflicts 1 OOF per each four figures engaged.
- If losing body's armor is protected, melee is in the balance! Immediately roll melee dice again with this body using only 1d6. If achieve results of evenly matched or combat continues then the stunned body will recover all d6 and another combat may occur. Otherwise treat as if armor had been pierced above.

SCORE 1 MORE SUCCESS THAN ENEMY.

- **Combat continues!** Losing units pushed back 1" and loses 1d6 from next round.
- **Winners** not in fieldworks or stopped by enemy will follow up and fight immediately continues.
- Any combatant reduced to 0d6 suffers 1 OOF plus 1 additional OOF per four enemy engaged while the victor suffers one OOF per four figures engaged.

SCORE SAME NUMBER OF SUCCESSES AS ENEMY.

- **Evenly Matched!** Bodies remain in contact. Each side suffers one OOF per four enemy figures engaged. Next Activation active body has option to continue melee with both sides recovering all d6 or move away from the enemy.

Any fractional OOF remaining are resolved by a single roll of 1d6. On a 1 or a 2 an OFF is counted.

*Example: 6 figures score "one OOF per 4 engaged figures".
The player inflicts 1 OOF for the first four figures and one additional OOF for the remaining two if he rolls 1 or 2 on a six-sided die.*

MASS BATTLE QRS 3

WARRIOR HEROES- ARMIES AND ADVENTURES

MELEE WEAPONS - BASIC

Type of Melee Weapon	Impact
Improvised Weapon (IW)	3
Hand Weapon (HW)	5
Spear (SP) (1)	5
Lance (LA) (2h) (2)	7/4
Two Handed Weapon (2HW) (2h)	7
Pole Arm (PA) (2h) (3)	6

- Spears benefit from the "Pole Arm in 1st round of melee" mod but otherwise function as hand weapons. Figures armed with spears may also use shields.
- A mounted melee figure with a lance counts an impact of 7, as well as the modifier for "Pole Arm in 1st round of melee" if it charged/countercharged into melee. Otherwise, and on 2nd and subsequent rounds in any event, the lance counts Impact 4. Figures armed with lances may also use shields.
- Pole Arms are two-handed weapons and a figure so armed may not also use a shield. Any figure with halberd or etc. and shield counts as Spear armed instead

2 CRISIS TABLE

Taken by any figure adjacent to any friend* going OOF, retires, or routed.

Taken vs. Rep counting number of d6 passed

Star may choose number of passes.

Fanatics and undead do not take this test

+1d6 if checker has greater Hardiness than figure causing test

+1d6 if checker in fieldworks or behind wall

+1d if within sight of a non-retiring or routing banner

-1 if subject to Dread

"6" always counts as pass 0d6

PASS 2D6

- Carry on.

PASS 1D6

- Big Battle:** Unit retires towards a friendly banner if it is to unit's rear and no enemy unit is between banner and testing unit. Otherwise unit routs.

PASS 0D6

- Rout.

* Also applies to friendly banner within 24" going OOF, retires, or routed.

2 HARDINESS CHECK

Taken vs. Hardiness and counting number of d6 passed

A score of "6" is always a failure.

PASS 2D6

- Startled!** Figure staggers back on guard, recovering quickly. Melee ends for now and will continue next activation.

PASS 1D6

- Wounded!** = If armor was *protected* then melee continues immediately with figure counting -1d6. Otherwise melee continues immediately with figure counting -2d6. Any figure reduced to 0d6 is **OOF**.
- Chariot** is immobilized. Crew may dismount and fight on foot if controlling player has figures available. Otherwise it is **Out of Fight**.
- War Engine** is silenced for one activation. It may fire again after spending one activation neither fighting, firing, nor moving.
- Beast** rampages.

PASS 0D6

- Original result applies!!

2 LEADER LOST TEST

Taken vs. Rep and counting number of d6 passed.

Star may choose number of passes.

+1d6 if checker in fieldworks or behind wall

PASS 2D6

- Figures adjacent to the fallen leader will fight to recover the body and carry it from the field.
- Others will continue to fight as the controlling player desires.

PASS 1D6

- Figure breaks off from the battle and will retire from the field if not prevented from doing so by enemy action. Figures leaving the table in this way are automatically recovered after the Encounter.

PASS 0D6

- Figure routs and is removed from play.

MASS BATTLE QRS 4

WARRIOR HEROES- ARMIES AND ADVENTURES

ATTACK MAGIC

-1d6 if move and cast in same turn.
 Each die roll of 1, 2, or 3 = Success
 Each die roll of 4 or 5 = Failure
 Each die roll of 6 = Shield Dice or Failure

Caster's # of Successes	Result
Three times as many successes	Devastation! Reroll each passing die and roll an additional die for each level of caster's Rep. Each 1-3 = one figure OOF, 4-6 = one figure routs.
Twice as many successes	Heavy casualties! Reroll each passing die and roll an additional die for each level of caster's Rep. Each 1-3 = one figure OOF, 4-6 = one figure takes Crisis Test.
3d6 more successes	Flee, you fools! One target figure for each passing die plus one figure for each level of caster's Rep retire from field in Terror unless effect dispelled before leaving table.
2d6 more successes	Blinding light! One target figure for each passing die plus one figure for each level of caster's Rep are Dazzled.
1d6 more successes	Fear me! One target figure for each passing die plus one figure for each level of caster's Rep count as causing Dread until dispelled.
Same or fewer successes	Spell fails and caster loses 1d6 from Rep for casting future spells.
Zero successes	Spell fails and caster suffers backlash.

DEFEND MAGIC

(Counting successes)

-1d6 if move and cast in same turn.
 Each die roll of 1, 2, or 3 = Success
 Each die roll of 4 or 5 = Failure
 Each die roll of 6 = Shield Dice or Failure
 Effects last until Caster's next activation

Caster's # of Successes	Result
Three times as many successes	Magical Shield! One target figure for each passing die plus one figure for each level of caster's Rep are impervious to all attacks, including magical ones.
Twice as many successes	Mundane Shield! One target figure for each passing die plus one figure for each level of caster's Rep are impervious to all non-magical attacks, both melee and missile.
3d6 more successes	Magical Inspiration! One target figure for each passing die plus one figure for each level of caster's Rep gain +1 Rep.
2d6 more successes	Skin of Steel! One target figure for each passing die plus one figure for each level of caster's Rep count as in cover versus missile fire and armor protected when in melee.
1d6 more successes	Magic Haze (all in my brain)! One target figure for each passing die plus one figure for each level of caster's Rep count as in cover versus missile fire.
Same or fewer successes	Spell fails and caster loses 1d6 from Rep for casting future spells.
Zero successes	Spell fails and caster suffers backlash.

MASS BATTLE QRS 5

WARRIOR HEROES- ARMIES AND ADVENTURES

TEST OF MAGIC

Taken by a caster when he wants to intervene when another caster is trying to cast a spell
Rep d6 of reacting caster versus Active caster

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Number of Successes	Result	
Same number	Both casters temporarily lose 1d6 from Rep and immediately re-roll this test.	
	Active Caster Passes More	Reacting Caster Passes More
1 more than opponent	Spell is successful and reacting caster is unaffected.	Spell fails and Active caster is unaffected.
2 more than opponent	Spell is successful and reacting caster suffers spell failure.	Spell fails and Active caster suffers spell failure.
3 or more than opponent	Spell is successful and reacting caster suffers spell failure and Backlash.	Spell fails and Active caster suffers spell failure and Backlash.

BACKLASH TABLE

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Number of Successes	Result
Caster scores 2+ successes	Caster is Dazzled*
Caster scores 1 success	Caster is Out of the Fight
Caster scores 0 successes	Caster is Obviously Dead

DAZZLE RECOVERY

Taken when the checker is Active
6 is always a Failure.
+1d6 if the figure has a Hardiness of 3 or greater.

2d6 vs. Original Rep	Result
Pass 2d6	Target recovers! Carry on.
Pass 1d6	Try again! Immediately reroll, counting pass 1d6 as pass 0d6.
Pass 0d6	Befuddled! Figure does not recover and is still dazzled.

SUMMONING MAGIC

-1d6 if move and cast in same turn.
Each die roll of 1, 2, or 3 = Success
Each die roll of 4 or 5 = Failure
Each die roll of 6 = Shield Dice or Failure

Caster's # of Successes	Result
Three times as many successes	Summon the Darkness! Caster summons 3 CV from the Black Moon Incarnate list, caster's own list, or local list to join his forces. Demons trigger a Test of Wills as usual.
Twice as many successes	Call of the Wild! Caster summons 1 bear, 3 Wolves, or 2 CV from caster's own list or local list to join his forces.
3d6 more successes	Stalking Beast! Caster summons Great Cat or 1 roll from caster's own list or local list to join his forces.
2d6 more successes	Death Rattle! Caster summons Winged Man or 1 roll from Undead list to join his forces.
1d6 more successes	Summon Familiar! Caster summons familiar that allows him to see through the familiar's eyes. Ground-bound familiars are Rep 3, AC 0, and move 12" per turn. Flying familiars move 36". Any familiar in combat that wins a melee counts as "escaping harm" and inflicts no damage. Familiars are often cats, birds, or other creatures. Caster is limited to having only one at a time. Should caster already have a familiar in play, a new familiar may be substituted, or count this result as no effect.
Same or fewer successes	Spell fails and caster loses 1d6 from Rep for casting future spells.
Zero successes	Spell fails and caster suffers backlash.

MASS BATTLE QRS 6

WARRIOR HEROES- ARMIES AND ADVENTURES

ADVENTURES MAGIC QRS 1

SPELLCASTING TABLE

Roll caster's Rep d6 vs. Rep d6 of Spell or Rep of the highest Target depending upon spell type.

-1d6 from the caster for each previous spell that failed.
-1d6 from the caster if moved in same turn as casting.

Each die roll of 1, 2, or 3 = Success
Each die roll of 4 or 5 = Failure
Each die roll of 6 = Magic Resisted or Failure

Number of Successes	Result
Caster scores more successes	Spell successfully cast.
Caster scores fewer successes	Spell fails and caster loses 1d6 from Rep for casting future spells.
Caster scores zero successes	Spell fails and caster suffers backlash!

BACKLASH TABLE

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Number of Successes	Result
Caster scores 2+ successes	Caster is Dazzled*
Caster scores 1 success	Caster is Out of the Fight
Caster scores 0 successes	Caster is Obviously Dead

*The caster immediately halts in place and cannot react. If attacked he uses only 1d6 to defend if shot at or in the first round of melee. He may not attempt to cast any spells until he recovers.

DAZZLE RECOVERY

Taken when the checker is Active
+1d6 if the figure has a Hardiness of 3 or greater.

"6" is always a Failure.

2d6 vs. Original Rep	Result
Pass 2d6	Target recovers! Carry on.
Pass 1d6	Try again! Immediately reroll, counting pass 1d6 as pass 0d6.
Pass 0d6	Befuddled! Figure does not recover and is still dazzled.

TEST OF MAGIC

Taken by a caster when he wants to intervene when another caster is trying to cast a spell
Rep d6 of Reacting caster versus Active caster

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

Number of Successes	Result	
Same number	Both casters temporarily lose 1d6 from Rep and immediately reroll this test.	
	Active Caster Passes More	Reacting Caster Passes More
1 more than opponent	Spell is successful and reacting caster is unaffected.	Spell fails and Active caster is unaffected.
2 more than opponent	Spell is successful and reacting caster suffers spell failure.	Spell fails and Active caster suffers spell failure.
3 or more than opponent	Spell is successful and reacting caster suffers spell failure and Backlash.	Spell fails and Active caster suffers spell failure and Backlash.



WARRIOR HEROES- ARMIES AND ADVENTURES

BATTLE OF WILLS

*Taken when a demon is summoned.
Caster Rep vs. demon Rep
May be modified by magical item*

Pass 1,2 or 3 = Success
Pass 4,5, or 6 = Failure

Number of Successes	Result	
Same number as opponent	Demon disappears.	
	Caster Scores More Successes	Demon Scores More Successes
1 more than opponent	Demon obeys until the Activation dice come up 7, at which time he leaves.	Caster cannot cast any more magic, as the demon is barely under his control. Demon forces a Battle of Wills test whenever Activation dice come up 7.
2 more than opponent	Demon forces a Battle of Wills test whenever Activation dice come up 7.	Caster suffers Backlash and the demon is out of control. The demon randomly attacks the closest figure to it each turn until the Activation dice come up 7, at which time it leaves the tabletop.
3 or more than opponent	Demon obeys for the whole Encounter, is banished, or is trapped in a vessel.	Caster is taken away by the demon, never to return.



ADVENTURES MAGIC QRS 2

WARRIOR HEROES- ARMIES AND ADVENTURES

MELEE MODIFIERS

Situation	Modifier
Figure is Frenzy or Pole Arm on contact	+1d6
Armor is protected versus weapon	+1d6
Figure is on larger base	+1d6
Uphill from enemy	+1d6
Defending fieldworks or wall	+1d6
Figure is subject to Terror/ Dread	-1d6
Not Min Rep to use weapon	-1d6
Not enough Fighting Room for weapon	-1d6
Fighting outnumbered*	-1d6
Elite Trained or Vicious melee troops	Always count minimum pass 1d6

*Characters count their Hardiness as number of figures for purposes of outnumbering.

REP

MELEE TABLE

(Counting successes)

Each die roll of 1, 2, or 3 = Success
 Each die roll of 4 or 5 = Failure
 Each die roll of 6 = Shield Dice or Failure

SCORE 3 OR MORE SUCCESSES THAN ENEMY.

- **Killing stroke!** Higher Hardiness will seek next target within 3" and to their front while mounted rides through.
- Target is **OD**.

SCORE 2 MORE SUCCESSES THAN ENEMY.

- Telling Blow!
- If losing figure's armor is pierced figure is OOF!
- If losing figure's armor is protected, figure is stunned! Immediately roll melee dice again with stunned figure using 1d6. If achieve results of evenly matched or combat continues then the stunned figure will recover all d6 and another combat may occur. Otherwise lose 1d6 and figure is OOF.

SCORE 1 MORE SUCCESS THAN ENEMY.

- **Combat continues!** Loser pushed back 1" and loses 1d6.
- **Winners** not in fieldworks or stopped by enemy will follow up and fight immediately continues.
- Any combatant reduced to 0d6 is OOF.

SCORE SAME NUMBER OF SUCCESSES AS ENEMY.

- **Evenly Matched!** Figures remain in contact. Next Activation active figure has option to continue melee with both sides recovering all d6 or move away from the enemy.

2

HARDINESS TEST

(Taken vs. Hardiness and counting number of d6 passed)

A score of "6" is always a failure.

PASS 2D6

- **Startled!** Figure staggers back on guard, recovering quickly. Melee ends for now and will continue next activation.

PASS 1D6

- **Wounded!** = If armor was *protected* then melee continues immediately with figure counting -1d6. Otherwise melee continues immediately with figure counting -2d6. Any figure reduced to 0d6 is **OOF**.
- **Chariot** is immobilized. Crew may dismount and fight on foot if controlling player has figures available. Otherwise it is **Out of Fight**.
- **Beast** rampages.

PASS 0D6

- Original result applies!!

BASIC MELEE WEAPONS TABLE

Weapon	Impact	2H
Improvised Weapon	3	—
Hand Weapon	5	—
Spear ¹	5	—
Lance ²	7/4	Y
Two-handed Weapon	7	Y
Pole Arm ³	6	Y

ARMOR TABLE

Armor	AC	Movement Foot / Mounted
None, Padded, or Partial Leather	2	8/16
Chain w/Padded or Leather	3	6/12
Chain w/some Plate or Scale	4	6/12
Half Plate	5	6/12
Full Plate	6	6/12
Half Dragon Scale	7	6/12
Full Dragon Scale	8	6/12

ADVENTURES QRS 1

WARRIOR HEROES- ARMIES AND ADVENTURES

SHOOTING MODIFIERS

Situation	Modifier
Target armor is protected versus weapon	+1d6
Shooter is armed with bow (short or long)	+1d6
Shooter is armed with magazine weapon	+1d6
Shooter is armed with firearms	-1d6
Shooter fast moves before firing	-2d6
Elite trained missile troops	Pass min 1d6

Rep

FIRING TABLE

(Counting successes)

Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure

ONE SIDE SCORES MORE SUCCESSES THAN OTHER.

- Higher rolling side rolls on the Firing Damage Table if missile armed.
- Higher rolling side will charge* if it has the Frenzy attribute.

EACH SIDE SCORES SAME NUMBER OF SUCCESSES.

- Miss.

*Figures defending fortifications or in shield wall will not charge.

Firing Damage Table

Die Roll	Large Shield or Cover	Medium Shield or Armor Protected	Armor Pierced
1	OD	OD	OD
2	OOF	OOF	OOF
3	—	OOF	OOF
4	—	—	OOF
5	—	—	—
6	C*	C*	C*

*Figures defending earthworks treat C results as No Result.

OD: Obviously Dead OOF: Out of Fight
— No Result C = Control Test

1

CONTROL TEST

Taken vs. Rep and counting number of passed dice
Stars may choose number of passed dice

PASS

- No Result

FAIL

- **Melee figure:** Involuntary Advance: Melee Figure will fast move towards the shooter and engage in melee if contact is made.
- **Missile figure:** Retire.
- **Both:** In addition adjacent figure to either flank also takes Control Test.

2

HARDINESS MISSILE CHECK

(Taken vs. Hardiness and counting number of d6 passed)

A score of "6" is always a failure.

PASS 2D6

- **Startled!** Figure stops in place and will continue movement next activation.

PASS 1D6

- **Wounded!** = If armor was *protected* then count as if passing 2d6. If armor was *pierced* then immediately re-roll counting a result of pass 1d6 as if passing 0d6.
- **Chariot** is immobilized. Crew may dismount and fight on foot if controlling player has figures available. Otherwise it is **Out of Fight**.
- **Beast** rampages.

PASS 0D6

- Original result applies!

RANGED WEAPONS TABLE

Weapon	Imp	Rge	Min Rep	2H	Max #	Basic
Arquebus	7	24	4	Y	1	Y
Arquebus, heavy ¹	7	48	4	Y	—	—
Axe, throwing	4	6	3	—	2	Y
Bow, long	7/5 ²	48	4	Y	—	Y
Bow, short	5	36	3	Y	—	Y
Crossbow	7/5 ²	24	3	Y	—	Y
Crossbow, hand	3	12	4	—	1	Y
Javelin	3	12	3	—	2	Y
Pistol	7	6	4	—	2	Y
Sling	4	12	3	—	—	Y
Sling staff	5	24	4	Y	—	—

ADVENTURES QRS 2

WARRIOR HEROES- ARMIES AND ADVENTURES

MOVEMENT TABLE

Armor	AC	Movement Foot / Mounted
None, Padded, or Partial Leather	2	8/16
Chain w/Padded or Leather	3	6/12
Chain w/some Plate or Scale	4	6/12
Half Plate	5	6/12
Full Plate	6	6/12
Half Dragon Scale	7	6/12
Full Dragon Scale	8	6/12

2 FAST MOVEMENT

(Taken vs. Rep)

PASS 2D6

- Figure moves twice their normal movement.

PASS 1D6

- Figure moves one and a half times' normal movement.

PASS 0D6

- Figure moves normal movement.



CRISIS TEST MODIFIERS

Situation	Modifier
Star	Choose reaction
Fanatic	Do not take test
Tester has greater Hardiness than figure causing test	+1d6
Tester in fieldworks or behind wall	+1d6
Within sight of non-retiring or non-routing banner	+1d6
Subject to Dread	-1d6

2 CRISIS TEST

(Taken vs. Rep)

"6" always counts as pass "failed"

PASS 2D6

- Carry on.

PASS 1D6

- If the figure has another friendly figure within 2", retire one normal move, and end facing as desired. Otherwise figure Routs.

PASS 0D6

- Rout.

2 LEADER LOST TEST

*Taken vs. Rep and counting number of d6 passed.
Star may choose number of passes.*

+1d6 if checker in fieldworks or behind wall

PASS 2D6

- Figures within 4" of the fallen leader will fight to recover the body and carry it from the field.
- Others will continue to fight as the controlling player desires.

PASS 1D6

- Figure breaks off from the battle and will retire from the field if not prevented from doing so by enemy action. Figures leaving the table in this way are automatically recovered after the Encounter.

PASS 0D6

- Figure routs and is removed from play.

ADVENTURES QRS 3

WARRIOR HEROES- ARMIES AND ADVENTURES

TEST OF WILLS MODIFIERS

Situation	Modifier
Testing vs. enemy's flank or rear	+1d6
Figure subject to Terror/Dread	-1d6
Undead	Always pass maximum d6
Frenzy	Always pass minimum 2d6
Dazed target	Always count as scoring one fewer success than enemy
Stationary type B and C armies	Never score more than pass same number of successes

CHARGE MODIFIERS

Situation	Modifier
Testing vs. enemy's flank or rear	+1d6
Figure subject to Terror/Dread	-1d6
Mounted figure charging stakes	-1d6
Undead and Fanatics	Always pass minimum of same number of successes as enemy
Frenzy	Always pass minimum 2d6

Rep TEST OF WILLS

*Taken when sides come to within 12" of each other.
Taken vs. highest Rep figure of both groups.
Stars may choose number of successes
(Counting successes)*

**Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure**

SCORE 3 OR MORE SUCCESSES THAN ENEMY.

- Melee will check to charge counting as if Frenzy for the purpose of the Charge Check only. **

SCORE 2 MORE SUCCESSES THAN ENEMY.

- Mounted melee will check to charge counting as Frenzy for the purpose of the Charge Check only.
- Foot Melee will check to charge. **

SCORE 1 MORE SUCCESS THAN ENEMY.

- Melee will test to charge. **

SCORE SAME NUMBER OF SUCCESSES AS ENEMY.

- Both halt in place and do nothing.

** Groups are defined as those figures within 4" of the Leader or highest Rep figure taking the check.*

***If defending works or walls do not test to charge. If out of charge reach then group will advance full move instead.*

Rep CHARGE TEST

*Taken by Leader of the charging and defending unit.
Star may choose number of successes
(Counting successes)*

**Each die roll of 1, 2, or 3 = Success
Each die roll of 4, 5, or 6 = Failure**

SCORE 3 OR MORE SUCCESSES THAN DEFENDING GROUP.

- All charge and enemy routs

SCORE 2 MORE SUCCESSES THAN DEFENDING GROUP.

- Mounted charging foot will cause foot to rout.
- All others charge and neither may fire or cast.

SCORE 1 MORE SUCCESS THAN DEFENDING GROUP.

- All charge and both sides may fire and cast.

SCORE THE SAME NUMBER OF SUCCESSES AS DEFENDING GROUP.

- Foot trying to charge mounted, and any missile armed, will halt.
- Others charge after defender fires and casts.

SCORE FEWER SUCCESSES THAN DEFENDING GROUP.

- All halt and defender may fire and/or cast.
- Attacker may fire and/or cast after defender has resolved fire/casting



ADVENTURES QRS 4

Are You The Stuff Of Legends?

Lead your band of heroes against arcane magic and inhuman monsters in a quest to save the world. Okay, okay, so maybe you're not going to save the world but you are going to have a good time! *Warrior Heroes* is set in the mythical world of Talomir. A world populated by men, monsters, and magic. By now you're saying, "Yeah, but I've heard all of this before. What makes *Warrior Heroes* different?"

Warrior Heroes uses a fast and furious, and best described as intense combat system, that works on two levels. One day you're leading your army using the "big battle" rules the next day you're with a small group of dungeon crawlers using the "adventures" mode.

In *Warrior Heroes* the game's all about action. *In Warrior Heroes you do it, not talk about it!* You'll need both your wits and a strong sword arm to succeed. Throw in a little luck and maybe you can save the world. Or at least be a King!

Warrior Heroes allows you to link your adventures together with an easy to use Campaign System. It rewards your characters as they gain experience and increase in skill and abilities.

Warrior Heroes works with ANY figures you may already have and with over thirty army lists it covers them all! *Warrior Heroes* is perfect for solo play and even same side play where your adventures and your opponents are run by the game. And the best part is you don't need a Game Master to play! Adventure is calling and your fun is about to begin. Welcome to the world of...

ARMIES & ADVENTURES!

2Hour WARGAMES
JUST PLAY THE GAME

2HW 1029
\$25.00